

Area of Interest: Arts and Design

Animation

Ontario College Advanced Diploma
3 Years
Ottawa Campus

Academic Year: 2019/2020
Program Code: 1288X01FWO

Our Program

Bring your drawing skills to life through acting and storytelling.

The three-year Animation Ontario College Advanced Diploma program provides you with the skills needed to meet the standards of the demanding international animation industry. As a student attending one of the best animation programs in Canada (as ranked by Animation Career Review, 2019), you learn industry-standard technologies, drawing and animation skills.

This program focuses on acting and body mechanics and where you learn traditional, 3D, tradigital (using Toon Boom`s Harmony) and video game animation techniques. Our faculty members are industry professionals who have worked for studios such as:

- Disney
- Sony Image Works
- Mercury Filmworks
- Jam Filled Entertainment
- Big Jump Entertainment

Gain the ability to communicate your ideas through drawing, and to present them visually. Learn to see images in motion -a skill necessary for an animator, and ensure your animated creations are realistic and meet industry standards.

Focus is on layout, location and character design, gesture drawing and anatomy studies of the nude model, all culminating in performance-based character animation.

By the end of the program, you have a portfolio and demo reel that showcases your work. This highlights your creativity, skills and proficiency with relevant animation software and technologies, demonstrating that you are ready to enter the field.

There are many job opportunities for graduates of this program. You may find work as a(n):

- animator at a professional animation or game studio
- layout artist
- location or character designer
- 3D animator, rigger or modeller
- background artist
- tradigital rigger or modeller

Other employment opportunities might include working on feature films, animated TV series or commercials.

SUCCESS FACTORS

This program is well-suited for students who:

- Are creative and think visually.
- Enjoy a hands-on approach to learning about the animation and game industries.
- Have strong observational and analytical skills.
- Have an aptitude for acting and storytelling.
- Are eager to learn new drawing and animation techniques using new technologies.

Employment

Graduates may be employed by animation studios as animators, clean up artists, layout artists, location and character designers, background artists, 3D animators, modelers and riggers. Employment opportunities may include feature films, animated TV series, commercials, multimedia, computer and video game animation.

Learning Outcomes

The graduate has reliably demonstrated the ability to:

- Design, create and animate objects and characters with naturalistic and expressive movements and poses.
- Design and create hand-drawn and/or computer-generated drawings using principles of art, design and composition.
- Select and use appropriate tools and technologies for the development of animation projects.
- Contribute to the planning, implementation and evaluation of animation projects.
- Plan, develop and execute a series of effective and believable animation sequences.
- Create and enhance the production of animation sequences and projects using a variety of principles and techniques related to cinematography and art direction.
- Use storytelling skills to create and enhance the development and execution of animation sequences.
- Use performance theory and skills to create and enhance animation.
- Design and produce layouts using perspective, composition and colour theory to enhance visual presentation and mood.
- Present and defend a visual concept to a target audience.
- Use computer skills and appropriate digital asset management techniques to function effectively within a production pipeline.
- Develop, assemble and present a demo reel or portfolio in a manner that meets current industry expectations, and highlights one's creativity, skills and proficiency with relevant animation software and related technologies.
- Identify and apply discipline-specific practices that contribute to the local and global community through social responsibility, economic commitment and environmental stewardship.

Program of Study

Level: 01	Courses	Hours
	ANI1513 Life Drawing for Animation I	56.0
	ANI1550 Animation Design I	56.0
	ANI1557 Animation Practices and Principles I	56.0
	ANI1559 Environmental and Visual Problem Solving I	42.0
	ANI1592 Animation Drawing I	112.0
	ENL1813M Communications I	42.0
Level: 02	Courses	Hours
	ANI1523 Life Drawing for Animation II	56.0
	ANI1551 Animation Design II	56.0
	ANI1558 Animation Practices and Principles II	56.0
	ANI1593 Animation Drawing II	112.0
	ANI1618 Character Design I	42.0
	DSN2100M Design Thinking	42.0
	ENL1839 Scriptwriting for Animation	42.0
Level: 03	Courses	Hours
	ANI1552 Life Drawing for Animation III	56.0
	ANI1553 Animation Design III	56.0
	ANI1567 Character Animation I	112.0
	ANI1572 Lighting Rendering and Modelling	56.0
	ANI1619 3D Animation I	56.0
Level: 04	Courses	Hours
	ANI1555 Animation Design IV	56.0
	ANI1590 Character Animation II	112.0
	ANI1607 Life Drawing for Animation IV	56.0
	ANI1620 3D Animation II	56.0
	ANI1621 3D Character Design I	56.0
Choose one from equivalencies:	Courses	Hours
	GED1288 General Education Elective	42.0
Level: 05	Courses	Hours
	ANI1578 Life Drawing V	56.0
	ANI1626 2D Digital Animation I	56.0
	ANI1627 Independent Study I	112.0
	ANI1628 Masterclass I	56.0
	ANI1629 Gesture Drawing for Animation I	28.0
Level: 06	Courses	Hours
	ANI1584 Life Drawing VI	56.0
	ANI1586 Business Studies for Animation	42.0
	ANI1630 2D Digital II	56.0
	ANI1631 Independent Study II	112.0
	ANI1632 Masterclass II	56.0
	ANI1633 Gesture Drawing for Animation II	28.0

Fees for the 2019/2020 Academic Year

Tuition and related ancillary fees for this program can be viewed by using the Tuition and Fees Estimator tool at <https://www.algonquincollege.com/fee-estimator> .

Further information on fees can be found by visiting the Registrar's Office website at <https://www.algonquincollege.com/ro> .

Fees are subject to change.

Additional program-related expenses include:

Books and supplies cost approximately \$1,700 in the first year and \$2,000 in the second and third year.

We recommend that the first year students purchase one portable external hard drive with a capacity of at least 1 terabyte TB.

First-year students are required to have with them on the first day of class in September a current model Apple MacBook Pro (64-bit) \$1,999 with 8GB of RAM and preferably a discrete video graphics processor. Screen size: 15-inch 13-inch and 11-inch are too small.

Better: 15-inch MacBook Pro o 2.3GHz Quad-core Intel Core i7, NVIDIA GeForce GT 650M with 512MB GDDR5 memory 4GB 1600MHz DDR3 SDRAM - 2x2GB* 750GB Serial ATA Drive @ 7200 rpm SuperDrive 8x (DVD± DL/DVD±RW/CD-RW) oMc OS X 10.8 or better Approximate cost: \$2,000

Best 15-inch: 2.4GHz with Retina display or better 2.4GHz Quad-core Intel Core i7, Turbo Boost up to 3.4GHz or better 16GB 1600MHz DDR3L SDRAM 256GB Flash Storage or better Mac OS X 10.8 or better Approximate cost: \$2,199

*Allow \$200 more for 16GB of third party memory for the Better option only. 13-inch and 11-inch are too small.

Accessories:

Purchase a three-button mouse of your choice. Purchase a mouse pad of your choice. It is recommended that students buy the three-year Apple Care warranty. Students may wish to purchase a portable drafting table, chair and shelving system.

Admission Requirements for the 2020/2021 Academic Year

College Eligibility

- Ontario Secondary School Diploma (OSSD) or equivalent. Applicants with an OSSD showing senior English and/or Mathematics courses at the Basic Level, or with Workplace or Open courses, will be tested to determine their eligibility for admission; OR
- Academic and Career Entrance (ACE) certificate; OR
- General Educational Development (GED) certificate; OR
- Mature Student status (19 years of age or older and without a high school diploma at the start of the program). Eligibility may be determined by academic achievement testing for which a fee of \$50 (subject to change) will be charged.

Program Eligibility

- English, Grade 12 (ENG4C or equivalent).
- Submit a portfolio of 10-15 samples illustrating artistic ability. The portfolio must include samples of formal life drawing, perspective drawing, and fantasy or cartoon drawing. Details of an additional home drawing test will be sent upon receipt of your application. Samples of work to be submitted for assessment must be 8-1/2 x 11. Portfolio submission details can be found on the Algonquin College Additional Admission Requirements website: <http://www.algonquincollege.com/admissionspackages>
- **NOTE:** Interested applicants are welcome to address any portfolio-related inquiries to: <mailto:design@algonquincollege.com> .
- International applicants must provide proof of the subject specific requirements noted above along with proof of either: (IELTS / TOEFL) IELTS-International English Language Testing Service (Academic) Overall band of 6.0 with a minimum of 5.5 in each band; OR TOEFL-Internet-based (iBT) Overall 80, with a minimum of 20 in each component: Reading 20; Listening 20; Speaking 20; Writing 20.
- Applicants with international transcripts must provide proof of the subject specific

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Should the number of qualified applicants exceed the number of available places, applicants will be selected on the basis of their proficiency in English.

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Application Information

ANIMATION Program Code 1288X01FWO

Applications to full-time day programs must be submitted with official transcripts showing completion of the academic admission requirements through:

ontariocolleges.ca
60 Corporate Court
Guelph, Ontario N1G 5J3
1-888-892-2228

Students currently enrolled in an Ontario secondary school should notify their Guidance Office prior to their online application at <http://www.ontariocolleges.ca/> .

Applications for Fall Term and Winter Term admission received by February 1 will be given equal consideration. Applications received after February 1 will be processed on a first-come, first-served

basis as long as places are available.

International applicants please visit this link for application process information:
<https://algonquincollege.force.com/myACint/> ..

For further information on the admissions process, contact:

Registrar`s Office
Algonquin College
1385 Woodroffe Ave
Ottawa, ON K2G 1V8
Telephone: 613-727-0002
Toll-free: 1-800-565-4723
TTY: 613-727-7766
Fax: 613-727-7632
Email: <mailto:AskUs@algonquincollege.com>

Additional Information

Programs at Algonquin College are Bring Your Own Device (BYOD). To see the BYOD requirements for your program, please visit:
<https://www7.algonquincollege.com/byod> ..

Please note: All life drawing courses involve nudity.

For more information, please contact the following Program Coordinators:
Paul West at 613-727-4723 ext. 5504 or <mailto:westp@algonquincollege.com> ,
Neil Hunter at 613-727-4723 ext. 5821 or <mailto:huntern@algonquincollege.com> ,
Tom Crook at 613-727-4723 ext. 5816 or <mailto:crookt@algonquincollege.com> .

Course Descriptions

ANI1513 Life Drawing for Animation I

Life drawing is a fundamental skill for creating believability in our animated drawings of motion. Through the use of casts and models, the student is introduced to the sight measurement technique and gesture drawing. Emphasis is on maintaining proportions, foreshortening and the development of good drawing skills that can be applied to the animation process. Warning: Nude models are used in all of our life drawing classes.

Prerequisite(s): none
Corerequisite(s):none

ANI1523 Life Drawing for Animation II

Animated sequences are created by caricaturing the movements of real human bodies. Students hone their sight measurement and gesture drawing skills. Landmarks of the human form are explored through the study of human anatomy. The identification and comprehension of the body's muscles and bones allows students to create drawings that show a sense of accuracy and solidity of form. Warning: Nude models are used in all of our life drawing classes.

Prerequisite(s): ANI1513 and ANI1550 and ANI1557 and ANI1592
Corerequisite(s):none

ANI1550 Animation Design I

Animation design deals with the staging or environment that the animated character interacts with, whether it be a living room or forest location. The use of perspective plays a major role in the creation of these location designs. Students are introduced to layout and design for animated productions. Students learn the basics and history of perspective and structured drawings. Other topics include how to get research material and shot composition.

Prerequisite(s): none
Corerequisite(s):none

ANI1551 Animation Design II

A good layout artist is able to evoke an emotional response from their audience. Students create more advanced layouts that include a firmer grasp of perspective drawing. Topics such as ellipses and exterior layouts are studied. Students work on storytelling by creating an exterior forest layout and an interior front hall with a stair case, which focuses on inclined planes.

Prerequisite(s): ANI1513 and ANI1550 and ANI1557 and ANI1592
Corerequisite(s):none

ANI1552 Life Drawing for Animation III

Illustration of three-dimensional drawing involves the utilization of shading. By using simple lighting techniques, students add light and shadow to the surface planes of the body. Gesture drawing is further developed, along with an exploration of muscles in motion through a series of movement exercises. Warning: Nude models are used in all of our life drawing classes.

Prerequisite(s): ANI1523 and ANI1551 and ANI1593
Corerequisite(s):none

ANI1553 Animation Design III

The ability to draw an environment from any angle is a skill needed by any good layout artist. Students use three-point perspective and employ a variety of camera angles in their layouts. Storytelling in design takes the forefront as students work on a room with personality assignment.

Prerequisite(s): ANI1523 and ANI1551 and ANI1593
Corerequisite(s):none

ANI1555 Animation Design IV

Students can choose to work on character design or layouts. For the purposes of performance, animators need guides to create consistency of characters in different views, along with a range of emotions. These guides are called "model packs." Students focus on character design model sheets (rotations/turnarounds) and explore location designs. Layout students work on pan backgrounds.

Prerequisite(s): ANI1552 and ANI1553 and ANI1567
Corerequisite(s):none

ANI1557 Animation Practices and Principles I

The animation industry now relies on multiple tools in the production process. Students learn the principles of animation and how to apply them to classical, 3D and 2D traditional animation assignments. Students explore the interfaces, controls and general techniques of multiple software programs in the creation of animated projects.

Prerequisite(s): none
Corerequisite(s):none

ANI1558 Animation Practices and Principles II

Students investigate character movement by applying the basic principles of animation to more complex animated movements such as shifting weight and walks. Topics include squash and stretch, anticipation, follow-through and overlapping action, and appealing motion. Students study all aspects of animation using traditional and 2D traditional tools.

Prerequisite(s): ANI1513 and ANI1550 and ANI1557 and ANI1592
Corerequisite(s):none

ANI1559 Environmental and Visual Problem Solving I

The ergonomics of design and the understanding of aesthetics through real world observation are essential skills for the animator. Students explore the foundations of design through the creative process. Using individual and group studies, students solve problems using creativity, imagination and the ability to visually communicate their ideas.

Prerequisite(s): none
Corerequisite(s):none

ANI1567 Character Animation I

Pantomime acting is an integral part of animation. It allows the audience to "instantly read/know" what motivates a character's actions. Students make a character appear to think and make decisions based on external forces or internal motivations. Important animation building blocks, such as timing, moving holds, posing, staging, beats/phrasing, appeal, personality, solid drawing, simplification of form and the use of straights against curves are explored. Active participation in the Ottawa International Animation Festival is recommended to all students.

Prerequisite(s): ANI1523 and ANI1551 and ANI1593
Corerequisite(s):none

ANI1572 Lighting Rendering and Modelling

The creation of 3D models involves the understanding of realism and the application of details to our environments, props and characters. Students recognize the art of lighting, rendering and modelling as a key component of animation, by discussing three-point lighting, basic modelling and the application of rendering techniques.

Prerequisite(s): ANI1551 and ANI1593
Corerequisite(s):none

ANI1578 Life Drawing V

Drawing figures is enhanced by the practice of observational skills. Topics include tonal drawings, such as how to draw drapery, muscular and skeletal studies of animals and humans, expressive gesture drawing and creating animated drawings through pose association exercises. Mixed media, such as conte and pastels are introduced. Warning: Nude models are used in all of our life drawing classes.

Prerequisite(s): ANI1555 and ANI1590 and ANI1607
Corerequisite(s):none

ANI1584 Life Drawing VI

Students hone their life drawing skills through a continued study of expressive gesture and long pose drawing. Emphasis is on professional quality rendering through exercises that focus on rhythm, dynamic drawing and exaggeration. Warning: Nude models are used in all of our life drawing classes.

Prerequisite(s): ANI1578
Corerequisite(s):none

ANI1586 Business Studies for Animation

Students gain insight into business practices and the principles of operating a small business. The course culminates with the development of an Electronic Press Kit for their short films. The course remains current through the exploration of emerging trends and issues that impact the industry. Guest speakers from a variety of representative businesses are invited to share their experiences and insights with students.

Prerequisite(s): ANI1627
Corerequisite(s):none

ANI1590 Character Animation II

How an animated character delivers a line of dialogue is as important as why. The emphasis is on sound, lip sync and dialogue acting involving body and facial expressions. Through a series of exercises that begin with character animation syncing up with sound, students learn body and facial acting and how to make a character talk. Focus is on strong story-telling poses, accurate mouth shapes and proper facial expressions.

Prerequisite(s): ANI1552 and ANI1553 and ANI1567

Corerequisite(s):none

ANI1592 Animation Drawing I

Animation drawing is the backbone of the industry. Using mostly traditional drawing techniques, complemented by 2D tradigital, students apply the basic principles of animation and drawing through simple, object-oriented assignments. Focus is on the fundamentals of timing, spacing and the `cartoon` physics of motion.

Prerequisite(s): none

Corerequisite(s):none

ANI1593 Animation Drawing II

Students learn to develop the principles of animation to a higher level. Studies include animation of more complex actions. Body mechanics and action analysis are emphasized to raise students' observation skills and understanding of complex movement. Traditional and 2D tradigital tools are utilized.

Prerequisite(s): ANI1513 and ANI1550 and ANI1557 and ANI1592

Corerequisite(s):ANI1523 and ANI1551 and ANI1558

ANI1607 Life Drawing for Animation IV

When animating a scene, animators start planning their action by creating thumbnail drawings. These drawings are quick gesture sketches of the motion they are going to animate. Students create thumbnail drawings of the human form in motion through the use of "flipping" technique. The study of anatomy and gesture techniques are continued and refined. Focus is also on more advanced shading skills. Warning: Nude models are used in all of our life drawing classes.

Prerequisite(s): ANI1552

Corerequisite(s):none

ANI1618 Character Design I

Designing characters with appeal, originality and emotion is a critical skill of a good character designer. By exploring different character designs and styles, students gain insight into the construction and structure of character design. Silhouetting, posing, acting, as well as creating character rotations elevate students' drawing skills.

Prerequisite(s): ANI1550 and ANI1592

Corerequisite(s):ANI1551 and ANI1593

ANI1619 3D Animation I

The computer has become the standard viable tool in the creation of animated features. Using the Maya interface, students apply the fundamentals of animation through simple exercises that include the bouncing ball, a blade of grass and a pendulum. Focus is on the application of the principles of animation, such as squash and stretch, timing and motion, anticipation, acting, reacting, follow-through and overlapping action, slow in and slow out, exaggeration, secondary action and appeal.

Prerequisite(s): ANI1551 and ANI1593

Corerequisite(s):none

ANI1620 3D Animation II

Students begin to explore character locomotion. Exercises include walks, runs, acting and reacting. Focus is on the understanding of balance and weight of a character, beats/phrasing, as well as how and why a character anticipates a move.

Prerequisite(s): ANI1619

Corerequisite(s):none

ANI1621 3D Character Design I

As 3D character designers, students are responsible for creating major and incidental characters for animated television shows and feature films. Students understand the clarity of design, shape variation and the value of structured characters in design. Focus is on strong shape association relative to character personality and basic rigging techniques, including placement of skeleton, joint hierarchy, forward and inverse kinematics and constraints.

Prerequisite(s): ANI1572

Corerequisite(s):none

ANI1626 2D Digital Animation I

Focus is on creating animation utilizing industry standard animation software, such as Toon Boom Harmony. Becoming familiar with posing and animating pre-made rigged characters assist in preparing students for the type of situations they encounter in a studio environment.

Prerequisite(s): ANI1555 and ANI1590 and ANI1607 and ANI1619

Corerequisite(s):none

ANI1627 Independent Study I

This modular-based course allows students to focus their efforts on a particular animation discipline. Students form a plan with their instructors to develop their skills in animation, rigging, layout, storyboarding, special effects or other areas so they can concentrate on developing a portfolio specific to the job they wish to pursue in a studio.

Prerequisite(s): ANI1555 and ANI1590 and ANI1607 and ANI1619

Corerequisite(s):none

ANI1628 Masterclass I

Students are exposed to many aspects of animation through lectures, step-by-step instruction and guest speakers from the animation community. Topics covered include colour theory, advanced timing techniques, storyboarding, rigging, composition, character design, modeling and a wide range of other topics.

Prerequisite(s): ANI1555 and ANI1590 and ANI1607 and ANI1619

Corerequisite(s):none

ANI1629 Gesture Drawing for Animation I

Gesture drawing is the backbone of the kind of expressive solid drawing that animation requires. Focus is on developing quick dynamic sketching of the human form by analyzing the model and recreating poses with fluid lines. "Pushing the pose" through use of exaggeration and expressing an emotional state are also explored. Warning: Nude models are used in all of our life drawing classes.

Prerequisite(s): ANI1555 and ANI1590 and ANI1607 and ANI1619

Corerequisite(s):none

ANI1630 2D Digital II

Continuing on what the students learned in 2D Digital 1, students continue to explore 2D digital software with more advanced techniques including augmenting pre-made rigs and/or creating their own rigged characters to animate.

Prerequisite(s): ANI1626 and ANI1627
Corerequisite(s):none

ANI1631 Independent Study II

Students continue to develop their skills through learning modules in animation, rigging, layout, storyboarding, special effects or other areas so they can concentrate on developing a portfolio specific to the job they wish to pursue in a studio.

Prerequisite(s): ANI1627
Corerequisite(s):none

ANI1632 Masterclass II

Students learn many aspects of animation through lectures, step-by-step lessons and guest speakers from animation professionals. Topics covered could include advanced perspective techniques, 3D polish, lighting, acting for animation and a wide range of other topics.

Prerequisite(s): none
Corerequisite(s):none

ANI1633 Gesture Drawing for Animation II

Students continue to learn to develop quick dynamic sketching of the human form to express action and emotion. Warning: Nude models are used in all of our life drawing classes.

Prerequisite(s): ANI1627 and ANI1629
Corerequisite(s):none

DSN2100M Design Thinking

Design Thinking uses a designer mindset to produce business innovations in products and services, with a focus on deep understanding of and empathy with the people who use them. Following a holistic innovation process for an area of interest or organization, students build an initial business case and apply design thinking and creative problem-solving strategies to make innovation a sustainable practice.

Prerequisite(s): none
Corerequisite(s):none

ENL1813M Communications I

Communication remains an essential skill sought by employers, regardless of discipline or field of study. Using a practical, vocation-oriented approach, students focus on meeting the requirements of effective communication. Through a combination of lectures, exercises, and independent learning, students practise writing, speaking, reading, listening, locating and documenting information, and using technology to communicate professionally. Students develop and strengthen communication skills that contribute to success in both educational and workplace environments.

Prerequisite(s): none
Corerequisite(s):none

ENL1839 Scriptwriting for Animation

Students are introduced to the basic concepts of screen writing. Students analyze animated and

live-action stories to determine the characteristics of effective screenplays. Students also write their own eleven-minute screenplay featuring original, animated characters.

Prerequisite(s): ENL1813A or ENL1813M or ENL1813E or ENL1813K or ENL1813R
Corerequisite(s):none

GED1288 General Education Elective

Students choose one course, from a group of general education electives, which meets one of the following five theme requirements: Arts in Society, Civic Life, Social and Cultural Understanding, Personal Understanding, and Science and Technology.

Prerequisite(s): none
Corerequisite(s):none