

COURSE SYLLABUS

Course Title:	Computer Animation		Date submitted:	Spring 2014 (AAC: 14-23)
Department:	Art			
Curriculum:	Graphic Design			
Course Descriptors: Make certain that the course descriptors are consistent with college and Board of Trustees policies, and the current course numbering system.	Course Code: (eg. ACC 101)	GRA*270	Prerequisites:	
	Course Type:	Z	Design Principles (GRA*101), Introduction to Computer Graphics (GRA*110), and Visual Communications (GRA*200)	
	A: Clinical B: Lab D: Distance Learning I: Individual/Independent L: Lecture N: Internship M: Seminar P: Practicum U: Studio X: Combined Lecture/Lab Y: Combined Lecture/ Clinical/Lab Z: Combined Lecture/Studio			
	Elective Type:	FA/G/LAS		
	AH: Art History E: English FA: Fine Arts FL: Foreign Language G: General HI: History HU: Humanities LAS: Liberal Arts & Sciences M: Math S: Science SS: Social Science		Corequisites:	
	Credit Hours:	3	None	
	Developmental: (yes/no)	No		
	Lecture:	2		
	Clinical:	0		
	Lab:	2		
Studio	0			
Contact Hours:	Other: 0	Other Requirements:		
TOTAL:	4	None		
Class Maximum:	20			
Semesters Offered:	S			
Ability Based Education (ABE) Statement	At Tunxis Community College students are assessed on the knowledge and skills they have learned. The faculty identified the General Education Abilities critical to students' success in their professional and personal lives. In every class, students are assessed on course abilities, sometimes program abilities, and, in most classes, at least one General Education Ability. Students will receive an evaluation of the degree to which they have demonstrated or not demonstrated that General Education Ability.			
Catalog Course Description:	An introduction to the concepts and techniques in the creation and production of traditional and computer-based 2D animation using Macromedia Flash. The course will cover the kinds of animation, basics of animation theory, script and storyboard development, character and scene design, motion and movement, cells and computer generation of animated sequences.			
Topical Outline: List course content in outline format.	Overview of the animation field Kinds of animation 1. Flip books 2. 2D traditional cell ("Disney") 3. 2D computer			

4. 3D computer

5. Stop action

The animation team

Animation concepts

1. The narrative

2. Sequencing

3. Continuity

4. Characters

5. Background

6. Movement

7. Transformation

8. Keyframe

9. In-betweens

Pre-production

1. Concept

2. Script

3. Format

4. Visual concept

5. Characters

6. Scenes/Background

7. Storyboard

8. Planning and production timeline

9. Budget and resource consideration

Production process

1. Traditional/Computer

2. Cells

3. Keyframes

4. In-betweens

5. Transitions

6. Camera movements

7. Motion paths

8. Pencil/motion test

9. Image rendering

10. Global/local actions

11. Color table animation

12. Score/exposure sheet

13. Eases – acceleration/deceleration/kinematics

Macromedia Flash

1. Techniques used in Macromedia Flash to create animated pieces

Post production

1. Editing

2. Distribution and output options

- film

- disk

- video

- CD ROM

	<p>Animation project – “traditional cell”/flip book Animation project – 2D computer generated Portfolio requirements, presentation, and review</p>
<p>Outcomes: Describe measurable skills or knowledge that students should be able to demonstrate as evidence that they have mastered the course content.</p>	<p>Upon successful completion of this course, the student will be able to do the following:</p> <p>COURSE:</p> <ol style="list-style-type: none"> 1. develop concept and script 2. develop a flow chart and storyboard 3. design images and background 4. apply movement (animation) 5. apply technical skills necessary to produce animation in required format/media 6. understand the concepts, requirements and possibilities of traditional and computer animation through analysis and critique of existing animated pieces. 7. learn the working relationship between members of an animation design and production team through discussion and review of project examples and identifying the contributions made by the members of the team 8. design and create original animated pieces to learn and apply the process of animation project development from concept, to script, through storyboard, to creation and production 9. use “flip book” animation to apply and demonstrate the creative and technical processes of traditional animation through the design and creation of a flipbook animation project 10. use 2D animation software – Macromedia Director – to apply and demonstrate the creative and technical processes of 2D computer animation through the design and creation of a computer animation project 11. communicate visual concepts through the appropriate choice and application of images, backgrounds, and movement 12. think critically and effectively communicate an understanding and application of design and technical concepts through participation in class and individual discussions 13. work with the demands of deadline pressure through the strict adherence to project schedules 14. present a portfolio of work showing evidence and understanding of the concepts and techniques presented during the course. <p>PROGRAM: <i>(Numbering reflects Program Outcomes as they appear in the college catalog)</i></p> <p>GENERAL EDUCATION: <i>(Numbering reflects General Education Outcomes as they appear in the college catalog)</i></p> <ol style="list-style-type: none"> 1. Aesthetic Dimensions - Students will understand the diverse nature, meanings, and functions of creative endeavors through the study and practice of literature, music, the theatrical and visual arts, and related forms of expression. <p>Demonstrates: Identifies and describes formal aspects, historical or cultural context, and aesthetic elements of the genre with clarity and appropriate vocabulary.</p> <p>Does Not Demonstrate: Unable to clearly identify and describe the formal aspects, historical context, and aesthetic elements of the genre.</p>

<p>Evaluation: List how the above outcomes will be assessed.</p>	<p>Assessment will be based on the following criteria:</p> <ol style="list-style-type: none"> 1. Instructor's observation of studio classwork 2. Projects 3. Individual and group critiques/discussions 4. Portfolio review or work completed during the semester 5. Option of quizzes/exams/papers/reports/presentations/or other evaluation method(s) determined by the instructor
<p>Instructional Resources: List library (e.g. books, journals, on-line resources), technological (e.g. Smartboard, software), and other resources (e.g. equipment, supplies, facilities) required and desired to teach this course.</p>	<p>Required: Graphic Design studio</p> <ol style="list-style-type: none"> 1. 20 student Macintosh computer workstations with 128MB RAM/ZIP/4-6 GB HD/15" color monitor/digitizing tablets/keyboard/mouse with current version of Macintosh OS and required utility software 2. 4+ scanning and color output workstations 3. Instructor workstation with permanently attached color projection system 4. Computer network (ethernet 10BaseT min.) with file server setup for student and instructor storage, and print spooling 5. 2 to 3 color flatbed scanners, color slide scanner, and appropriate scanning software 6. Software used in the course – Adobe Illustrator, Adobe Photoshop, Macromedia Dreamweaver (current versions) 7. Internet access to view online animation examples using Netscape Communicator and Microsoft Explorer (current versions) 8. CD-R/W drive to store and distribute finished animations 9. Letter and tabloid size black & white, and color Postscript laser printers 10. Permanently mounted 35mm slide projector 11. Paper cutters <p>Light tables</p> <p>Desired:</p>
<p>Textbook(s)</p>	