

Washtenaw Community College Comprehensive Report

ANI 145 Concept Development for Animation Effective Term: Fall 2011

Course Cover

Division: Business and Computer Technologies

Department: Digital Media Arts

Discipline: Animation

Course Number: 145

Org Number: 14500

Full Course Title: Concept Development for Animation

Transcript Title: Concept Development for Animat

Is Consultation with other department(s) required: No

Publish in the Following: College Catalog , Time Schedule , Web Page

Reason for Submission: Course Change

Change Information:

Distribution of contact hours

Pre-requisite, co-requisite, or enrollment restrictions

Rationale: Revise prerequisites

Proposed Start Semester: Fall 2011

Course Description:

This course is an introduction to the conceptualization process that precedes the creation of an animation. Students will participate in all phases of developing an idea for animation: research, plan, ideation, storyboarding, and logic.

Course Credit Hours

Variable hours: No

Credits: 2

Lecture Hours: Instructor: 30 Student: 30

Lab: Instructor: 0 Student: 0

Clinical: Instructor: 0 Student: 0

Total Contact Hours: Instructor: 30 Student: 30

Repeatable for Credit: NO

Grading Methods: Letter Grades

Audit

Are lectures, labs, or clinicals offered as separate sections?: NO (same sections)

College-Level Reading and Writing

College-level Reading & Writing

College-Level Math

Requisites

Prerequisite

Academic Reading and Writing Levels of 6

General Education

Request Course Transfer

Proposed For:

Student Learning Outcomes

1. Explain and apply principles related to the conceptualization process for creating animations.

Assessment 1

Assessment Tool: Storyboard project.

Assessment Date: Winter 2012

Assessment Cycle: Every Three Years

Course section(s)/other population: All

Number students to be assessed: All students

How the assessment will be scored: Departmentally-developed rubric

Standard of success to be used for this assessment: 75% of the students will score an average of 3 of 4 or higher.

Who will score and analyze the data: Departmental faculty

Assessment 2

Assessment Tool: Departmental exam - short answer and brief essay.

Assessment Date: Winter 2012

Assessment Cycle: Every Three Years

Course section(s)/other population: All sections

Number students to be assessed: All students

How the assessment will be scored: Departmentally-developed rubric

Standard of success to be used for this assessment: 75% of the students will score a 70% or higher on the assessment related questions.

Who will score and analyze the data: Departmental faculty.

2. Create a story and storyboards for a 3D animation short.

Assessment 1

Assessment Tool: Final project.

Assessment Date: Winter 2012

Assessment Cycle: Every Three Years

Course section(s)/other population: All

Number students to be assessed: All students

How the assessment will be scored: Departmentally-developed rubric

Standard of success to be used for this assessment: 75% of the students will score an average of 3 of 4 or higher.

Who will score and analyze the data: Departmental faculty

3. Explain the relevance of significant developments in the history of animation to contemporary animation.

Assessment 1

Assessment Tool: Departmental exam - short answer and brief essay.

Assessment Date: Winter 2012

Assessment Cycle: Every Three Years

Course section(s)/other population: All sections

Number students to be assessed: All students

How the assessment will be scored: Departmentally-developed rubric

Standard of success to be used for this assessment: 75% of the students will score a 70% or higher on the assessment related questions.

Who will score and analyze the data: Departmental faculty.

Course Objectives

1. Explain and use concepts and terms related to types of animations and animation techniques.

Methods of Evaluation

Activity or Exercise

Exams/Tests

Matched Outcomes

1. Explain and apply principles related to the conceptualization process for creating animations.

2. Differentiate between types of animations.

Methods of Evaluation

Activity or Exercise

Exams/Tests

Matched Outcomes

1. Explain and apply principles related to the conceptualization process for creating animations.

3. Create a concept for an animation using the conceptualization process.

Methods of Evaluation

Activity or Exercise

Exams/Tests

Matched Outcomes

1. Explain and apply principles related to the conceptualization process for creating animations.

4. Explain and use concepts and terms related to the process of story creation and storyboarding.

Methods of Evaluation

Activity or Exercise

Exams/Tests

Matched Outcomes

2. Create a story and storyboards for a 3D animation short.

5. Write and script a story for a 3D animation.

Methods of Evaluation

Paper(s)

Matched Outcomes

2. Create a story and storyboards for a 3D animation short.

6. Translate a written story to a visual story.

Methods of Evaluation

Other

Matched Outcomes

2. Create a story and storyboards for a 3D animation short.

7. Convey a story to an animator.

Methods of Evaluation

Other

Matched Outcomes

2. Create a story and storyboards for a 3D animation short.

8. Convey emotion through development of character and environment.

Methods of Evaluation

Other

Matched Outcomes

2. Create a story and storyboards for a 3D animation short.

9. Explain and use concepts and terms to the history of animation.

Methods of Evaluation

Paper(s)

Matched Outcomes

10. Identify landmarks in the history of animation.

Methods of Evaluation

Exams/Tests

Matched Outcomes

11. Explain the significance of historical landmarks using specific criteria.

Methods of Evaluation

Exams/Tests

Matched Outcomes

New Resources for Course

Course Textbooks/Resources

Textbooks

Manuals

Periodicals

Software

Equipment/Facilities

Reviewer

Faculty Preparer:

Department Chair/Area Director:

Jennifer Baker

Dean: *Rosemary Wilson*

Vice President for Instruction: *Stuart*

Blacklaw

Action

Faculty Preparer

Recommend Approval

Recommend Approval

Approve

Date

Jan 26, 2011

Feb 24, 2011

Feb 25, 2011

Apr 22, 2011