Clackamas Community College

Online Course/Outline Submission System

☑ Show changes since last approval in red | Print | Edit | Delete | Back |
| Reject | Publish |

Section #1 General Course Information

Department: Art

Submitter

First Name: Thomas
Last Name: Wasson
Phone: 3037
Email: tomw

Course Prefix and Number: ART - 222

 # Credits: 3

Contact hours

Lecture (# of hours):
Lec/lab (# of hours): 66
Lab (# of hours):
Total course hours: 66

For each credit, the student will be expected to spend, on average, 3 hours per week in combination of in-class and out-of-class activity.

Course Title: Advanced 2D Animation: Design & Techniques

Course Description:

Covers advanced principles of 2D animation using the latest industry standard software. The course will emphasize professional workflow and techniques of animation production for multimedia platforms. This includes visual development and pre-production, advanced character design and physics, advanced environment design, FX animation and post-production, portfolio presentation, and industry expectations.

Type of Course: Career Technical Supplementary

Can this course be repeated for credit in a degree?

No

What is the target audience/industry for this class?

Are there prerequisites to this course?

No

Are there corequisites to this course?

No

Are there any requirements or recommendations for students taken this course?

Yes

Recommendations: ART-221 or equivalent experience

Requirements:

Are there similar courses existing in other programs or disciplines at CCC?

No

Will this class use library resources?

No

Is there any other potential impact on another department?

No

Does this course belong on the Related Instruction list?

No

GRADING METHOD:

A-F or Pass/No Pass

Audit: No

When do you plan to offer this course?

✓ Spring

Is this course equivalent to another?

If yes, they must have the same description and outcomes.

Yes

Course Number: DMC-222   Title: Advanced 2D Animation: Design & Techniques

Will this course appear in the college catalog?

Yes

Will this course appear in the schedule?

Yes

Student Learning Outcomes:

Upon successful completion of this course, students should be able to:

1. demonstrate proficiency using the industry standard animation and imaging software applications in the development of professional level 2D animation;
2. recognize and exhibit skills in professional animation workflow and practices, including visual development and pre-production, advanced character design and physics, advanced environment design, FX animation and post-production;
3. demonstrate strong drawing and narrative development skills;
4. critically analyze creative work and work of others and describe characteristics of well-designed and executed animation;
5. create digital 2D animation based on current industry trends and practices;
6. describe cinematic expression.

AAOT/ASOT GENERAL EDUCATION OUTCOMES

AAOT/ASOT GENERAL EDUCATION OUTCOMES

COURSE OUTLINE MAPPING CHART

Mark outcomes addressed by the course:

- Mark "C" if this course completely addresses the outcome. Students who successfully complete this course are likely to have attained this learning outcome.
- Mark "S" if this course substantially addresses the outcome. More than one course is required for the outcome to be completely addressed. Students who successfully complete all of the required courses are likely to have attained this learning outcome.
- Mark "P" if this course partially addresses the outcome. Students will have been exposed to the outcome as part of the class, but the class is not a primary means for attaining the outcome and assessment for general education purposes may not be necessary.

As a result of completing the AAOT/ASOT general education requirements, students will be able to:

WR: Writing Outcomes

1. Read actively, think critically, and write purposefully and capably for academic and, in some cases, professional audiences.

2. Locate, evaluate, and ethically utilize information to communicate effectively.

3. Demonstrate appropriate reasoning in response to complex issues.

SP: Speech/Oral Communication Outcomes

1. Engage in ethical communication processes that accomplish goals.

2. Respond to the needs of diverse audiences and contexts.

3. Build and manage relationships.

MA: Mathematics Outcomes:

1. Use appropriate mathematics to solve problems.

2. Recognize which mathematical concepts are applicable to a scenario, apply appropriate mathematics and technology in its analysis, and then accurately interpret, validate, and communicate the results.

AL: Arts and Letters Outcomes

1. Interpret and engage in the Arts & Letters, making use of the creative process to enrich the quality of life.

2. Critically analyze values and ethics within range of human experience and expression to engage more fully in local and global issues.

SS: Social Science Outcomes

1. Apply analytical skills to social phenomena in order to understand human behavior.

2. Apply knowledge and experience to foster personal growth and better appreciate the diverse social world in which we live.

SC: Science or Computer Science Outcomes

1. Gather, comprehend, and communicate scientific and technical information in order to explore ideas, models, and solutions and generate further questions.

2. Apply scientific and technical modes of inquiry, individually, and collaboratively, to critically examine the influence of scientific and technical knowledge on human society and the environment.

3. Assess the strengths and weaknesses of scientific studies and critically examine the influence of scientific and technical knowledge on human society and the environment.

Outcomes Assessment Strategies:

:

Major Topic Outline:

1. Advanced application of of 12 Principles of Animation.
2. Developing Character Model sheets.
3. Character and Environment - Visual Development
4. Run and Walk cycles.
5. 1s, 2s, and 3s-when to use.
6. Building an Animatic to aid timing.
7.. Effects animation – fire, clouds/smoke/dust, explosions, vibrations, lightning, etc.
8. Proper staging – economy of staging – Relevant Film theories.
9. Handling scenes and camera movements – 180 degree rule, Continuity, etc.
10. Portfolio Development and Industry expectations.

Does the content of this class relate to job skills in any of the following areas:

1. Increased energy efficiency	**No**
2. Produce renewable energy	**No**
3. Prevent environmental degradation	**No**
4. Clean up natural environment	**No**
5. Supports green services	**No**

Percent of course: 0%

First term to be offered:

Next available term after approval
: