Clackamas Community College

Online Course/Outline Submission System

Section #1 General Course Information

Department: Art/ DMC

Submitter

First Name: Nora
Last Name: Brodnicki
Phone: 3036
Email: norab

Course Prefix and Number: DMC - 250

 # Credits: 4

Contact hours

Lecture (# of hours): 33
Lec/lab (# of hours):
Lab (# of hours):   33
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: Motion Capture Animation

Course Description:

Introduction to the fundamentals of Motion Capture Animation for video game development and VFX. This project-based course will prepare students to work in the field of motion capture. Students will plan and direct sessions as well as process data for maximum efficiency. Through this process students will learn how to create professional level, 3D based motion capture driven projects that can be used in video game development and film. Students will learn the basics of Motion Builder to create successful motion capture projects.

Type of Course: Career Technical Preparatory

Is this class challengeable?

Yes

Can this course be repeated for credit in a degree?

No

Is general education certification being sought at this time?

No

Does this course map to any general education outcome(s)?

No

Is this course part of an AAS or related certificate of completion?

Yes

Name of degree(s) and/or certificate(s): DMC AAS

Are there prerequisites to this course?

Yes

Pre-reqs: ART-106 or DMC-106

Have you consulted with the appropriate chair if the pre-req is in another program?

No

Are there corequisites to this course?

No

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

Yes

Recommendations: DMC-104, DMC-205, and ART-107 or DMC-107

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: Yes

When do you plan to offer this course?

☐ Summer
☐ Fall
☐ Winter
☐ Spring
☐ Not every term
☑ ✓ **Not every year**

Is this course equivalent to another?

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

No

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 fundamental knowledge of all aspects and stages of motion capture production;
2. implement motion capture for use in the film and interactive entertainment industries including: entertainment film production, commercial production, serious games and simulation production, video game production, general interactive entertainment production;
3. produce a portfolio and reel of motion capture exercises created through the class;
4. configure and calibrate equipment including set up and maintenance of suits and sensors;
5. demonstrate proficiency in Motion Builder software and file management;
6. demonstrate an ability to direct both single and dual actors in various production scenarios using standard mo-cap process of actions and poses.

This course does not include assessable General Education outcomes.

Major Topic Outline:

1. Introduction to motion capture workflow.
2. Motion capture and data processing.
3. Intermediate directing and data processing.
4. Advance student group motion capture.
5. Integration of props in a motion capture environment.
6. Processing and cleanup of data.
7. Directing subjects in a motion capture session.
8. Rendering and output.

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
: