ART 80A Course Outline as of Summer 2005

CATALOG INFORMATION

Dept and Nbr: ART 80A   Title: COMPUTER ANIMATION I
Full Title: Computer Animation I
Last Reviewed: 4/21/2005

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	3.00	Lecture Scheduled	2.00	17.5	Lecture Scheduled	35.00
Minimum	1.00	Lab Scheduled	4.00	17.5	Lab Scheduled	70.00
		Contact DHR	0		Contact DHR	0
		Contact Total	6.00		Contact Total	105.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 70.00   Total Student Learning Hours: 175.00

Title 5 Category: AA Degree Applicable
Grading: Grade or P/NP
Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP
Also Listed As:
Formerly: ART 80

Catalog Description:
A studio course focusing on the creation of two-dimensional animation using existing animation programs for computers. An introduction to the fourth dimension of time for visual artists. Fundamental concepts of sequencing, modulation, motion control and sound.

Prerequisites/Corequisites:
Course Completion of ART 18.1 (or ART 18A or ART 18 or ART 70)

Recommended Preparation:
none

Limits on Enrollment:

Schedule of Classes Information:
Description: A studio course focusing on the creation of animation using existing animation programs for computers; intro to the fourth dimension of time for visual artists; fundamental concepts of sequencing, modulation, motion control & sound. (Grade or P/NP)
Prerequisites/Corequisites: Course Completion of ART 18.1 (or ART 18A or ART 18 or ART 70)
Recommended: none

Limits on Enrollment:
Transfer Credit:
Repeatability: Two Repeats if Grade was D, F, NC, or NP

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree:	**Area**	Effective:	Inactive:
CSU GE:	**Transfer Area**	Effective:	Inactive:
IGETC:	**Transfer Area**	Effective:	Inactive:
CSU Transfer:	Effective:	Inactive:	
UC Transfer:	Effective:	Inactive:	

CID:

Certificate/Major Applicable:
Certificate Applicable Course

COURSE CONTENT

Outcomes and Objectives:
Upon completion of the course, students will be able to:
1. Compare ways of showing time and movement using the computer.
2. Become proficient taking ideas from storyboard sketches to real time animations.
3. Develop a working vocabulary of animation terms and their meaning.
4. Employ creative thinking skills and exercise decision making skills.
5. Examine contemporary animations for methods and processes.
6. Practice aesthetic criticism and analysis of form by participating in class critiques of animations.

Topics and Scope:

1. Exploring the processes of animation.
2. Developing skill in assessing ways of creating animations from one's ideas.
3. Producing a variety of animations and transfer them to videotape.
4. Preparing sketches as a means to organize and edit animation ideas.
5. Analyzing animation programs for existing computer systems of limitations.
6. Investigating the videotape process as a means to project animations.

Assignment:

Various color exercises which explore major principles of animation including:
1. Single plane, simple shape permutation sequencing animation.
2. Three dimensional, rotational animation.
3. Video input scanned animation.

4. Multiple object/plane/color animation.
5. Projecting an animation with the use of an image projector.
6. Adding sound to animations.
7. Portfolio presentation of work.

Methods of Evaluation/Basis of Grade:

Writing: Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

None, This is a degree applicable course but assessment tools based on writing are not included because problem solving assessments and skill demonstrations are more appropriate for this course.	Writing 0 - 0%

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

Homework problems	Problem solving 10 - 30%

Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Class performances, Portfolio-presentation of work	Skill Demonstrations 10 - 30%

Exams: All forms of formal testing, other than skill performance exams.

None	Exams 0 - 0%

Other: Includes any assessment tools that do not logically fit into the above categories.

A PORTFOLIO OF COMPLETED WORK WILL BE MAJOR BASIS FOR COURSE GRADE. OTHER FACTORS: ATTENDANCE, EFFORT, GROWTH, AND CLASS PARTICIPATION.	Other Category 60 - 80%

Representative Textbooks and Materials:
The Illusion of Life: Disney Animation, Frank Thomas, O. Johnson, Hyperion Pub., Revised Ed, Oct. 1995, ISBN 0786860707