

CATALOG INFORMATION

Dept and Nbr: ART 80B

Title: COMPUTER ANIMAT II

Full Title: Computer Animation II

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: 22 - 4 Times in any Comb of Levels

Also Listed As:

Formerly:

**Catalog Description:**  
A studio course focusing on the creation of three dimensional animation. A continuation of Art 80A. Introduction to more complex color and three-dimensional hardware and software. Introduction of web-based animation software.

**Prerequisites/Corequisites:**  
Art 80A or equivalent preparation.

**Recommended Preparation:**

**Limits on Enrollment:**

**Schedule of Classes Information:**  
Description: A studio course on the creation of Multimedia. A continuation of Art 80A. Introduction to more complex color and 3D modeling hardware and software. Introduction of web-based animation software. (Grade or P/NP)  
Prerequisites/Corequisites: Art 80A or equivalent preparation.  
Recommended:  
Limits on Enrollment:

Transfer Credit:

Repeatability: 4 Times in any Comb of Levels

## **ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:**

<b>AS Degree:</b>	<b>Area</b>	Effective:	Inactive:
<b>CSU GE:</b>	<b>Transfer Area</b>	Effective:	Inactive:

<b>IGETC:</b>	<b>Transfer Area</b>	Effective:	Inactive:
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<b>CSU Transfer:</b>	Effective:	Inactive:
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<b>UC Transfer:</b>	Effective:	Inactive:
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**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 a variety of software.
2. Become proficient transforming color and 3D ideas into real time animations.
3. Develop a working vocabulary of animation, sound and video terms.
4. Employ creative thinking skills and exercise decision making skills.
5. Examine contemporary animations for color and 3D methods and processes.
6. Practice aesthetic criticism and analysis of form by participating in class critiques of animations.

### **Topics and Scope:**

1. Implied 3D page-flipping animation using Painter.
  - A. Creating a simple polygon and rotating, stretching and distorting it for animation.
  - B. Adding texture and lighting effects to increase 3D effect.
2. 3D modeling techniques.
  - A. Wireframe construction.
  - B. Simple wireframe movement tools.
  - C. More complex polygon construction and manipulation tools.
3. Lighting and path tools.
  - A. Lighting control tools.
  - B. Path tools for movement.
4. Surface tools.
  - A. Fills and gradient tools.
  - B. Texture mapping tools.

## Assignment:

Various exercises which explore principles of color and 3D animation including:

1. 3D animation using simple page flipping programs.
2. Basic 3D modeling using wireframes, simple polygons and rotation only.
3. Introduction to lighting and movement paths.
4. Surface modeling techniques.
5. A portfolio of completed 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, Performance exams

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; F. Thomas & O. Johnson, Hyperion, revised ed. 1995, ISBN: 0786860707

