

LEARNING OUTCOMES	LEARNING ACTIVITIES	EVALUATION METHODS
2. Produce animation exercises such as a character model sheet, turns, walk cycle, and/or object morph, using a hybrid of traditional hand-drawn and digital media.	Studio Work Lectures Demonstrations Assignments Library Research Internet Research Screenings	Individual and Group Critiques Portfolio Reviews
3. Incorporate sound within animation projects through digital animation software.	Studio Work Demonstrations Assignments Library Research Internet Research Screenings	Individual and Group Critiques Portfolio Reviews
4. Execute short animated examples of personal work incorporating sound and original artwork, from sketch to storyboard, to appropriate completed digital files for viewing.	Studio Work Lectures Demonstrations Assignments Group Discussions Critiques Library Research Internet Research Screenings	Individual and Group Critiques Portfolio Reviews
5 Use appropriate technical specifications in creating file formats necessary for the delivery of animations for review and/or public screening.	Studio Work Lectures Demonstrations Assignments Group Discussions Critiques Library Research Internet Research Screenings	Individual and Group Critiques Portfolio Reviews

6. Integrate knowledge of options for k 0 1 314.45 3

At the conclusion of each semester/session, assessment of the learning outcomes will be completed by course faculty using the listed evaluation method(s). Aggregated results will be submitted to the Associate Vice President of Academic Affairs. The benchmark for each learning outcome is that *70% of students will meet or exceed outcome criteria.*

SEQUENCE OF TOPICS:

1. Review of Animation Principles
 - a. Timing, Rhythm, Movement
 - b. Aesthetics
 - c. Content (narrative/conceptual)

2. Workflow: Traditional/Digital Animation Techniques
 - a. Sketches/Storyboarding
 - b. Hand-drawn animation/Digital image creation options
 - c. Soundtrack options
 - d. Options for digital animation generation

3. Animation Aesthetics
 - a. Historically relevant examples
 - b. Relevant contemporary examples

4. Professional Working Methods/Options for Continued Study
 - a. Technical requirements for delivery of animation for viewing
 - b. Review of options for further study as an Animation major
 - c. Review of options for further study in visual arts majors where animation may be relevant in enhancing a portfolio

Required Text:

Williams, Richard (2012) *Movement*

: *A Manual of Methods, Principles*

and Formulas for Classical, Computer, Ga0 g0 GF 170 0 173850 g0 G(20)6(2)4.6 G0002 072eWbE

. It was developed, approved and will be delivered in full compliance with the policies and procedures established by the College.