COMMON COURSE OUTLINE

ART 1115: 2D ANIMATION AND INTERACTIVITY

A. COURSE DESCRIPTION:
1. 3 Credits
2. 4 Hours per Week
3. Prerequisites — None
4. Co-requisites — None
5. MnTC Goals — 6

2D Animation and Interactivity is a creative studio art course that takes the student through the basic concepts and methods for creating two-dimensional animations and interactivity as a means of expression in the visual arts. Software applications, such as Adobe Flash, are used to create animations and interactive content. Students will create animated works, as well as interactive content.

B. DATE LAST REVISED: May, 2013

C. OUTLINE OF MAJOR CONTENT AREAS
1. Basic concepts and fundamentals of motion graphics and digital animation.
2. Project planning and story boarding, timing, narrative, design concepts, site organization, file optimization and sound.
3. Adding basic interactivity through logical reasoning, critical thinking, and basic programming
4. Non-linear editing
5. History and philosophy of animation
6. Aesthetics and critical analysis

D. LEARNING OUTCOMES
The student will be able to:
1. Explain computer operations as they relate to graphic and multimedia applications, and techniques of animation as a means to a creative end. MnTC Goal 2 (A); Goal 6 (D)
2. Demonstrate the ability to use these technical skills by successfully completing a variety of assigned projects. MnTC: Goal 2 (A); Goal 6 (A, C, D)
3. Explain the basic visual and conceptual elements that are common to all works of art and demonstrate the ability to use these elements to create effective works of art. MnTC: Goal 2 (C); Goal 6 (A, C, D)
4. Apply the principles of visual narratives and storyboarding to develop animation. MnTC Goal 6 (D)
5. Create original works of animation that explore a variety of formal and conceptual challenges, demonstrate a visual vocabulary, and the ability to make effective aesthetic judgments. MnTC Goal 2 (B); Goal 6 (A,C,D)
6. Analyze historic and contemporary animation as a means of expressing human values. MnTC: Goal 6 (A, B, C)
7. Explain and evaluate the effectiveness of personal artwork and the work of others through critique. MnTC: Goal 2 (D); Goal 6 (C, E)

E. METHODS FOR EVALUATION OF STUDENT LEARNING
Individual instructors may develop their own methods for assessing performance. Methods of evaluation may include:
1. Instructor’s record of student’s active participation in the class as demonstrated by regular attendance, preparation, class discussions, and group or individual critiques.
2. Instructor's record of student's understanding of discipline appropriate terminology and concepts as demonstrated in critiques, whether oral, written, group, or individual.
3. Instructor’s analysis of student’s well-presented, completed work that demonstrates comprehension, exploration, and strong technical skills.
4. Exams focusing on discipline specific terminology, historical concepts, and processes.
5. Written work (essays, critical response papers, research projects, and etc.) using discipline appropriate terminology and appropriate academic style.
F. SPECIAL INFORMATION — Basic computer literacy is a required prerequisite and some experience with computer imaging is suggested. In addition to class time, students work a minimum 4 hours outside of class per week.