

EASTERN ARIZONA COLLEGE

Advanced Animation

Course Design
2011-2012

Course Information

Division Industrial Technology Education
Course Number DRF 284
Title Advanced Animation
Credits 3
Developed by Dee Lauritzen
Lecture/Lab Ratio 1 Lecture/4 Lab
Transfer Status

ASU	NAU	UA
GIT Dept Elective	CTE Departmental Elective	Elective Credit

Activity Course No
CIP Code 15.1300
Assessment Mode Portfolio
Semester Taught Upon Request
GE Category None
Separate Lab No
Awareness Course No
Intensive Writing Course No

Prerequisites

DRF 214 or MDC 210

Educational Value

Associate degree seeking students in the Drafting field.

Individuals from local industry or the community seeking instruction in the use of current animation techniques, hardware, and software.

Description

Students study advanced methods of developing and presenting animation. They become familiar with 3D object creation using available animation software, composing video segments, and the use of audio tracks in animation. Students develop story boards for all projects.

Supplies

As needed to complete course projects

Competencies and Performance Standards

1. Create an animation segment using particles, effects, character animation, motion paths, etc.

Learning objectives

What you will learn as you master the competency:

- a. To use 2D still frame software to view an existing animation
- b. To use 2D still frame software to add text, or otherwise edit an existing animation.

Performance Standards

Competence will be demonstrated:

- o through the use of 2D still frame animation or paint software

Performance will be satisfactory when:

- o learner adds text or otherwise modifies an existing animation

2. Develop an animation segment using objects created in, and imported into an animation software program.

Learning objectives

What you will learn as you master the competency:

- a. To import 3D objects from a 3D drawing program
- b. To animate 3D objects based upon a story board outline..

Performance Standards

Competence will be demonstrated:

- o with the computer equipment in the drafting lab
- o through the use of 3D animation software

Criteria - Performance will be satisfactory when:

- o learner develops a story board outline
- o learner develops an animation from a story board
- o learner develops a 3D animation from objects created or imported into an animation software program

3. Organize a series of video and sound clips into a completed animation presentation.

Learning objectives

What you will learn as you master the competency:

- a. To create a story board
- b. To organize a group of animation clips using a story board outline
- c. To produce a finished animation.

Performance Standards

Competence will be demonstrated:

- o in class on the lab equipment

Criteria - Performance will be satisfactory when:

- o learner develops a story board outline
- o learner uses a story board to sequence a group of animated clips
- o learner produces a completed animation sequence

Types of Instruction

Classroom Presentation

Laboratory

Grading Information

Grading Rationale

Each instructor has the flexibility to develop evaluative procedures within the following parameters.

1. The Post Test will represent 10% of the course grade.
2. Course learning activities shall represent 90% of the course grade.

Grading Scale

A	90% - 100%
B	80% - 89%
C	70% - 79%
D	60% - 69%
F	59% and below