



Course Information

Course Title	3-D Animation I
Course Prefix, Num. and Title	ARTV 1341 - 3-D Animation I
Division	Technology & Business
Department	Computer Science
Course Type	WECM Course
Course Catalog Description	Intermediate level 3-D course introducing animation tools and techniques used to create movement. Emphasis on using the principles of animation.
Pre-Requisites	ARTV 1345
Co-Requisites	None

Semester Credit Hours

Total Semester Credit Hours (SCH): Lecture Hours:	3:2:2
Lab/Other Hours	
Equated Pay Hours	3
Lab/Other Hours Breakdown: Lab Hours	2
Lab/Other Hours Breakdown: Clinical Hours	0
Lab/Other Hours Breakdown: Practicum Hours	0
Other Hours Breakdown	0

Approval Signatures

Title	Signature	Date
Prepared by:		
Department Head:		
Division Chair:		
Dean/VPI:		
Approved by CIR:		

Additional Course Information

Topical Outline: Each offering of this course must include the following topics (be sure to include information regarding lab, practicum, and clinical or other non-lecture instruction).

History of 3D Animation
Rigging a 3D character
Animating a 3D character
Rendering an animation
Compositing an animation

Course Learning Outcomes:

Learning Outcomes – Upon successful completion of this course, students will:

1. Utilize animation software and production skills
2. Develop a sense of weight and motion in animated shots
3. Develop animation for multi-media productions, games or simulations.

Methods of Assessment:

All outcomes will be assessed by one or more of the following:

Individual/Group Assignments
Individual/Group Projects
Reading Assignments
Presentations
Lab Works/Assignments
Quizzes/Tests/Exams

Required text(s), optional text(s) and/or materials to be supplied by the student:

- Basic Animation 02: Digital Animation, Andrew Chong, ISBN-13: 9782940373567 (or latest version)
- The Animator's survival Kit, Richard Williams, ISBN-13: 978-0-571-2228-4 (or latest version)
- USB thumb/flash drive
- High Speed Internet

Suggested Course Maximum:

16

List any specific or physical requirements beyond a typical classroom required to teach the course.

Computer Lab w/ a computer per student and instructor

Baseline Computer Stats:

3.4 Ghz or higher

16 GB of memory or higher

Graphic Card: 2048 MB, 256-bit GDDR56008 MHz (effective), 192.26 GB/s or higher

26"-30" inch monitor

Course maximum is set by current available workstations

The course maximum is set by current equipment contained in the lab.

Projector w/ screen

Maya (Latest version)

Submission System (Blackboard or an equivalent or server space)

Version: 3/20/2019

Course Requirements/Grading System: Describe any course specific requirements such as research papers or reading assignments and the generalized grading format for the course.

Course Requirements:

Exams and Quizzes: 0-10%

Labs/Assignments: 25-50%

Projects: 40-60%

Attendance/Participation: 5-10%

Grading System:

100 -90 = A

89 - 80 = B

79 - 70 = C

69 - 60 = D

and below = F

Curriculum Checklist:

- Administrative General Education Course** (from ACGM, but not in WCJC Core) – No additional documents needed.
- Administrative WCJC Core Course.** Attach the Core Curriculum Review Forms
 - Critical Thinking
 - Communication
 - Empirical & Quantitative Skills
 - Teamwork
 - Social Responsibility
 - Personal Responsibility
- WECM Course** -If needed, revise the Program SCANS Matrix and Competencies Checklist