



Course Information

Course Title	2-D Animation I
Course Prefix, Num. and Title	ARTV 2301 - 2-D Animation I
Division	Technology & Business
Department	Computer Science
Course Type	WECM Course
Course Catalog Description	Skill development in the use of software to develop storyboards and two-dimensional animation including creating, importing, and sequencing media elements to create multimedia presentation; emphasis on conceptualization, creativity, and visual aesthetics.
Pre-Requisites	None
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 2-D Animation
Core Principles of 2-D Animation
Key Framing Animation
Walk Cycles
Create, Recreate, Manipulate, and Save 2D Vector Art
Animation Interactivity in Flash

Course Learning Outcomes:

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

Develop a story line concept, outline conceptual ideas through storyboarding; operate two-dimensional software; and execute computer 2-D animation sequences.

Methods of Assessment:

Individual/Group Assignments
Individual/Group Projects
Written Assignments/Research Papers
Reading Assignments
Presentations
Labs/Assignments
Portfolios
Quizzes/Tests/Exams/Certifications
Critiques/Discussions
Surveys
Attendance/Participation

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

Adobe Flash CS6 Revealed, 1st Edition, Jim Shuman, ISBN-13: 9781133693215
The Animator's survival Kit, Richard Williams, ISBN-13: 978-0-571-2228-4
Blank paper, pens (black, red, blue), pencils, ruler
16 – GB (min) USB thumb/flash drive
High Speed Internet

Suggested Course Maximum:

FBTC 143: 16
SL-George- 218: 20

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 GDDR5
6008 MHz (effective), 192.26 GB/s or higher
26"-30" inch monitor

Projector w/ screen

Adobe Suite- CS6

Submission System (Blackboard or an equivalent or server space)

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

Writing Assignments: 0-10%

Labs/Assignments: 10-30%

Projects: 50-75%

Attendance/Participation: 5-10%

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