

Purpose: It is the intention of this Administrative-Master Syllabus to provide a general description of the course, outline the required elements of the course and to lay the foundation for course assessment for the improvement of student learning, as specified by the faculty of Wharton County Junior College, regardless of who teaches the course, the timeframe by which it is instructed, or the instructional method by which the course is delivered. It is not intended to restrict the manner by which an individual faculty member teaches the course but to be an administrative tool to aid in the improvement of instruction.

Course Title - Basic Animation

Course Prefix and Number – ARTV 1303

Department – Computer Science

Division – Technology & Business

Course Type: (check one)

- Academic General Education Course (from ACGM – but not in WCJC Core)
- Academic WCJC Core Course
- WECM course (This course is a Special Topics or Unique Needs Course: Y or N)

Semester Credit Hours #: Lecture Hours #: Lab/Other Hours #: 3:2:2

Equated Pay hours for course - 3

Course Catalog Description - Examination of animation concepts, principles, and storyboard for basic production. Emphasizes creating movement and expression utilizing traditionally or digitally generated image sequences.

Prerequisites/Co-requisites - NONE

List Lab/ Other Hours
Lab Hours 2
Clinical Hours 0
Practicum Hours 0
Other (list) 0

Prepared by: Natalie Pittman

Date: 9-12-2014

Reviewed by Department Head: Donna Schilling

Date: 6-24-2015

Accuracy verified by Division Chair: David Kucera

Date: 8/12/15

Approved by Dean or Vice President of Instruction: Leigh Ann Colli

Date: 3-4-16



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

II. Course Learning Outcomes

Learning Outcomes	Methods of Assessment
<p>Upon successful completion of this course, students will: Demonstrate animation principles; communicate conceptual ideas through storyboards; execute animation sequences; and develop artwork using traditional or digital tools.</p>	<p>Writing Assignment Individual Assignments Individual Projects Portfolio Quizzes/Tests/Exams Critic Participation</p>

III. Required Text(s), Optional Text(s) and/or Materials to be Supplied by Student.

Required:

The Animator's survival Kit, Richard Williams, ISBN-13: 978-0-571-2228-4

16 GB (min) USB thumb/jump/flash drive
High speed internet (on a computer)
Blank paper, ruler, multiple colored pens

Optional:

Notebook and writing utensil for notes

IV. Suggested Course Maximum - 20

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

Computer Lab
High Speed Internet
Adobe Photoshop
Adobe After Effects
Adobe Flash
Submission System (ex: server or Blackboard)

VI. 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

VII. Curriculum Checklist

- **Academic General Education Course** (from ACGM – but not in WCJC Core)
No additional documentation needed

- **Academic WCJC Core Course**
Attach the Core Curriculum Checklist, including the following:

- Basic Intellectual Competencies
- Perspectives
- Exemplary Educational Objectives

- **WECM Courses**
If needed, revise the Program SCANS Matrix & Competencies Checklist.