



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 – 2-D Animation I

Course Prefix and Number – ARTV 2301

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 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..

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 Collins

Date: 12-18-15



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):

- 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

II. Course Learning Outcomes

Learning Outcomes	Methods of Assessment
<p>Upon successful completion of this course, students will:</p> <p>Develop a story line concept, outline conceptual ideas through storyboarding; operate two-dimensional software; and execute computer 2-D animation sequences.</p>	<ul style="list-style-type: none"> 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

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

Required:

- 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

IV. Suggested Course Maximum –

- FBTC 143: 16
- SL-George- 218: 20

V. List any specific spatial 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)

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

Writing Assignments: 0-10%
Labs/Assignments: 10-30%
Projects: 50-75%
Attendance/Participation: 5-10%

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 Review Forms
- Critical Thinking
 - Communication
 - Empirical & Quantitative Skills
 - Teamwork
 - Social Responsibility
 - Personal Responsibility
- **WECM Courses**
If needed, revise the Program SCANS Matrix & Competencies Checklist.