



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 - Introduction to Animation Programming

Course Prefix and Number - Game 1309

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 - Mathematical elements and algorithms involved in basic animation. Includes generating graphics, viewing 3D environments such as visible line detection and 3D surfaces, image processing techniques, and special effects.

Prerequisites/Co-requisites - ITSE 1307, ARTV 1303, MATH 1316, PHYS 1401

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

Prepared by: Donna Schilling

Date: 7-8-2015

Reviewed by Department Head: Donna Schilling

Date: 7-8-2015

Accuracy verified by Division Chair: David Kucera

Date: 8/12/15

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

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):

- Introduction to OpenGL
- State Management
- Drawing Geometric Objects
- Viewing
- Lighting
- Blending

Instructional Methods:

- Lecture
- Written and Hands-on Lab Assignments
- Exams

II. Course Learning Outcomes

Learning Outcomes	Methods of Assessment
<p>Upon successful completion of this course, students will:</p> <p>Develop programs that apply the basic character animation techniques, build and pose animated characters, and implement proper timing within animations</p>	<p>All outcomes will be assessed by one or more of the following:</p> <p>Programming Projects Tests and Quizzes Final Exam</p>

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

- OpenGL Programming Guide: 8th edition : The official Guide to Learning OpenGL Version 4.1 By Dave Shreiner From Addison Wesley ISBN: 978-0321773036
- USB Flash Drive
- High-speed Internet Connection

IV. Suggested Course Maximum - 20

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

- Computer with a Graphics Card supporting Open GL 4.1 or later for each student
- Eclipse IDE installed on each computer

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		<i>Grading System –</i>	
Programming Assignments	20-40%	100 -90	= A
Tests & Final Exam	40-60%	89 - 80	= B
Attendance & Participation	0-20%	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.