



ACOM 2890

Division: Career and Technical Education

Department: Art and Graphic Communications

Course: ACOM 2890

Title: 3-D Modeling and Animation

Catalog Description:

This course introduces students to 3-D animation software as a production tool for 3-D modeling and animation. Students will explore the creation of full feature animations based on their own ideas and storyboards. Students who have background in drawing, computer illustration, and layout will have an advantage in successfully completing this course.

General Education Requirements: N/A

Semesters Offered: TBA

Credit/Time Requirement: Credit: 3; Lecture: 2; Lab: 3

Clock/Hour Requirements: 75

Offered for Non-Credit: No

Prerequisites: None

Corequisites: None

Justification:

This curriculum is approved by the program advisory committee. A similar course is taught at CEU (Art 2690).

Student Learning Outcomes:

Upon successful completion of this course, students will be able to:

- understand the equipment and software necessary to produce animation and 3-D models
- demonstrate film editing techniques
- gain experience in creating storyboards and character development.

Content:

Course objectives will be accomplished by providing students with learning experiences in the following subject areas:

- cell development
- sound editing

- storyboard drawing
- computer rendering.

General Education Outcomes:

6) Apply computational skills to a variety of contexts.

Measurement of materials and content is required in most media. The concepts of proportion, scale, and the application of these concepts are required for effective performance in the graphic communications field.

8) Apply ethical reasoning to a variety of contexts.

Issues of copyright, plagiarism, and ethical work practices are key components in this course. Students will understand the value of utilizing one's own thoughts and ideas instead of those produced by others.

9) Respond with informed sensitivity to an artistic work or experience.

Graphic communications students must become familiar with the standards, styles, and forms in a variety of media. This familiarity will allow them to make informed judgments and critiques regarding their own work and that of other artists.

Key Performance Indicators:

In class:

- Students are evaluated on practical applications (20%), technical skills (20%), class critiques (10%), instructor evaluation (30%), and performance evaluations (20%).

Following class

- Upon completion of this course, students will demonstrate success in subsequent courses and on customer projects.

Representative Text and/or Supplies:

- *Adobe Premier Classroom in a Book*, current edition, Adobe Press.

Optimum Class Size: 15

Maximum Class Size: 25

Signatures:

I hereby submit this course syllabus:

Jim Puzey, ,

I hereby find this course consistent with the goals and resources of the Art and Graphic Communications Department:

, , , Chair

I hereby find this course consistent with the goals and resources of the Career and Technical Education Division:

Michael P. Medley, MBA, Assistant Professor, Dean

I have discussed the need for library resources related to this class with the person submitting the syllabus:

Lynn Anderson, MLIS, Technical Services Librarian (Main Campus)

Michelle Olsen, MLS, Campus Librarian (Richfield Campus)