

Washtenaw Community College Comprehensive Report

ANI 160 Fundamentals of Movement and Animation Effective Term: Winter 2022

Course Cover

College: Business and Computer Technologies

Division: Business and Computer Technologies

Department: Digital Media Arts (new)

Discipline: Animation

Course Number: 160

Org Number: 14500

Full Course Title: Fundamentals of Movement and Animation

Transcript Title: Fund. of Movement & Animation

Is Consultation with other department(s) required: No

Publish in the Following: College Catalog , Time Schedule , Web Page

Reason for Submission: Three Year Review / Assessment Report

Change Information:

Course description

Outcomes/Assessment

Objectives/Evaluation

Rationale: Updates based on assessment report.

Proposed Start Semester: Fall 2021

Course Description: In this course, students will move and animate 3D models. Students will learn and apply the theories of motion and movement to 3D artwork as well as demonstrate the established principles of animation. Using existing models, they will develop motion and animation skills. Students will animate rigid objects, organic objects and simple characters. Students will be exposed to keyframe animation and direct animation.

Course Credit Hours

Variable hours: No

Credits: 4

Lecture Hours: Instructor: 60 **Student:** 60

Lab: Instructor: 0 **Student:** 0

Clinical: Instructor: 0 **Student:** 0

Other: Instructor: 30 **Student:** 30

Total Contact Hours: Instructor: 90 **Student:** 90

Repeatable for Credit: NO

Grading Methods: Letter Grades

Audit

Are lectures, labs, or clinicals offered as separate sections?: NO (same sections)

College-Level Reading and Writing

College-level Reading & Writing

College-Level Math

Requisites

General Education

General Education Area 7 - Computer and Information Literacy

Assoc in Arts - Comp Lit

Assoc in Applied Sci - Comp Lit

Assoc in Science - Comp Lit

Request Course Transfer

Proposed For:

Student Learning Outcomes

1. Apply the basic principles of animation.

Assessment 1

Assessment Tool: Outcome-related portfolio examination

Assessment Date: Fall 2024

Assessment Cycle: Every Three Years

Course section(s)/other population: All

Number students to be assessed: All

How the assessment will be scored: Outcome-related rubric

Standard of success to be used for this assessment: 70% of students will score 70% or higher.

Who will score and analyze the data: Departmental faculty

2. Construct and manipulate animation curves.

Assessment 1

Assessment Tool: Outcome-related portfolio examination

Assessment Date: Fall 2024

Assessment Cycle: Every Three Years

Course section(s)/other population: All

Number students to be assessed: All

How the assessment will be scored: Outcome-related rubric

Standard of success to be used for this assessment: 70% of students will score 75% or higher.

Who will score and analyze the data: Departmental faculty

3. Apply the basics of facial animation.

Assessment 1

Assessment Tool: Outcome-related portfolio examination

Assessment Date: Fall 2024

Assessment Cycle: Every Three Years

Course section(s)/other population: All

Number students to be assessed: All

How the assessment will be scored: Outcome-related rubric

Standard of success to be used for this assessment: 70% of students will score 70% or higher.

Who will score and analyze the data: Departmental faculty

Course Objectives

1. Create keyframed animation.
2. Create straight-ahead animations.
3. Apply the principles of animation to personify simple objects.
4. Manipulate the Graph Editor, Dope Sheet, and Timeline.
5. Demonstrate mastery of animation curves to generate complex animations.
6. Rig and bind a simple shape.
7. Perform weight painting on skinned/bound objects.
8. Create a walk cycle using a supplied character and rig.
9. Reproduce realistic human movement using a supplied character rig.
10. Use phonemic alphabets to create mouth shapes.

11. Use linear and non-linear deformers.
12. Properly aim and animate cameras.
13. Create playblasts of animation.
14. Engage in peer critique.

New Resources for Course

Course Textbooks/Resources

Textbooks
Manuals
Periodicals
Software

Equipment/Facilities

Level III classroom

<u>Reviewer</u>	<u>Action</u>	<u>Date</u>
Faculty Preparer: <i>Randy Van Wagnen</i>	<i>Faculty Preparer</i>	<i>Jul 29, 2021</i>
Department Chair/Area Director: <i>Jason Withrow</i>	<i>Recommend Approval</i>	<i>Jul 30, 2021</i>
Dean: <i>Eva Samulski</i>	<i>Recommend Approval</i>	<i>Jul 30, 2021</i>
Curriculum Committee Chair: <i>Randy Van Wagnen</i>	<i>Recommend Approval</i>	<i>Oct 27, 2021</i>
Assessment Committee Chair: <i>Shawn Deron</i>	<i>Recommend Approval</i>	<i>Oct 28, 2021</i>
Vice President for Instruction: <i>Kimberly Hurns</i>	<i>Approve</i>	<i>Oct 29, 2021</i>