

FLORIDA STATE COLLEGE AT JACKSONVILLE

COLLEGE CREDIT COURSE OUTLINE

COURSE NUMBER:	DIG 2302
COURSE TITLE:	Computer Animation I
PREREQUISITE(S):	None
COREQUISITE(S):	None
CREDIT HOURS:	3
CONTACT HOURS/WEEK:	4
CONTACT HOUR BREAKDOWN:	
Lecture/Discussion:	2
Laboratory:	2
Other _____:	
FACULTY WORKLOAD POINTS:	3.34
STANDARDIZED CLASS SIZE ALLOCATION:	24
CATALOG COURSE DESCRIPTION:	
<p>This course is designed to teach the basic 3-D animation job skills used in creating 3-D animation for multimedia companies. The students will learn introductory knowledge and skills needed for creating digital content, 3-D modeling and rendering techniques. This course is a pre-requisite to Computer Animation II GRA 2161.</p>	
SUGGESTED TEXT(S):	<u>Maya 8 at a Glance</u> , George Maestri w/Mark Larkins, Wiley Publishing, Inc., Indianapolis, IN, 2006
IMPLEMENTATION DATE:	Fall Term, 2001
REVIEW OR MODIFICATION DATE:	Fall Term, 2002 (20031) Fall Term, 2005 (20061) Fall Term, 2008 (20091) - Outline Review 2007

COURSE TOPICS	<u>CONTACT HOURS PER TOPIC</u>
I. Intro to 3D Interface	9
A. Core concepts	(1.5)
1. Scene object creations	
2. 3D viewing methods	
B. Preventing Disaster	(7.5)
1. Saving files	
a. File formats	
b. Importing and exporting	
2. Backup files	
3. Undoing mistakes	
4. Planning the projects	
II. Storyboarding	10.5
A. Types of storyboards	(6)
B. References	(.5)
C. Drawings and designs	(.5)
D. Animation techniques	(3)
E. Creating camera shots	(.5)
III. Object Level Modeling Techniques	14
A. Basics of applying modifiers	(4)
1. Modifying single objects	
2. Using the modifier stack	
3. Transforms and modifiers	
B. Modeling with shapes	(4)
1. Creating shape objects	
2. Using edit spline	
3. Using shape modifiers	
C. Building loft objects	(2)
1. Concepts of creating lofts	
2. Editing loft paths and shapes	
D. Boolean modeling	(2)
E. Sub-object modeling	(2)
IV. Mixing Color and Light	3
A. Lights and their illumination	(1)
B. Working with shadows	(1)
C. Interior lighting	(1)
V. Materials and Textures	3
A. Mapping projecting types	(2)
B. Mapping coordinates	(2)

COURSE TOPICS (CONTINUED)		CONTACT HOURS <u>PER TOPIC</u>
	C. Photoshop and texture mapping	(2)
VI.	Rendering Still Images	5
	A. 3D Studio Max rendering basics	(2.5)
	B. Determining output resolution	(2.5)
VII.	Animation	6
	A. Forward and inverse kinematics	(2)
	B. Animation techniques	(2)
	C. Principles of animation	(2)
VIII.	Rendering Animations	1
IX.	Animations to Tape	5
X.	Final Project	3.5

PROGRAM TITLE: Multimedia Technology

COURSE TITLE: Computer Animation I

CIP NUMBER: 1610.010202

LIST PERFORMANCE STANDARD ADDRESSED:

NUMBER(S): TITLES(S):

07.0 DESIGN AND CREATE MATERIALS FOR MULT-MEDIA PRESENTATIONS: The student will be able to:

- 07.01 Develop communication skills to assess and evaluate.
- 07.02 Evaluate multi-media resources to achieve desired outcomes.
- 07.03 Demonstrate a proficiency I computer generated graphics for multimedia.
- 07.04 Synthesize available multi-media technologies into a unified presentation.

11.0 PRODUCE MULTI-IMAGE AND MULT-MEDIA PROGRAMS--The student will be able to:

- 11.04 Create and prepare a storyboard appropriate to the media selected.

PROGRAM TITLE: *Graphic Design Technology*

COURSE TITLE: *Computer Animation I*

CIP NUMBER: 1650.040200

LIST PERFORMANCE STANDARD ADDRESSED:

NUMBER(S): TITLES(S):

26.0 DESIGN TELEVISION GRAPHICS--The student will be able to:

26.01 Produce T.V. story boards.

26.02 Create T.V. art cards.



NOTE: Use either the Tab key or mouse click to move from field to field. The box will expand to accommodate your entry.

Section 1	
COURSE PREFIX AND NUMBER: <u>DIG 2302</u>	SEMESTER CREDIT HOURS: <u>3</u>
COURSE TITLE: <u>Computer Animation I</u>	

Section 2
TYPE OF COURSE: (Click on the box to check all that apply)
<input type="checkbox"/> AA Elective <input checked="" type="checkbox"/> AS Required Professional Course <input type="checkbox"/> College Prep <input checked="" type="checkbox"/> AS Professional Elective <input type="checkbox"/> AAS Required Professional Course <input checked="" type="checkbox"/> Technical Certificate <input type="checkbox"/> Other _____ <input type="checkbox"/> PSAV <input type="checkbox"/> Apprenticeship <input type="checkbox"/> General Education: (For General Education courses, you must also complete Section 3 and Section 7)

Section 3 (If applicable)
INDICATE BELOW THE DISCIPLINE AREA FOR GENERAL EDUCATION COURSES:
<input type="checkbox"/> Communications <input type="checkbox"/> Social & Behavioral Sciences <input type="checkbox"/> Mathematics <input type="checkbox"/> Natural Sciences <input type="checkbox"/> Humanities

Section 4
INTELLECTUAL COMPETENCIES:
<input checked="" type="checkbox"/> Reading <input type="checkbox"/> Speaking <input type="checkbox"/> Critical Analysis <input type="checkbox"/> Quantitative Skills <input type="checkbox"/> Scientific Method of Inquiry <input checked="" type="checkbox"/> Writing <input checked="" type="checkbox"/> Listening <input type="checkbox"/> Information Literacy <input type="checkbox"/> Ethical Judgment <input checked="" type="checkbox"/> Working Collaboratively

	LEARNING OUTCOMES	METHOD OF ASSESSMENT
•	<u>Designing and Creating 3D Scenes and set designs.</u>	<u>Inside and outside class projects, observations and quizzes.</u>
•	<u>Create graphics for use as textures within animation scenes.</u>	<u>Inside and outside class projects and observations.</u>
•	<u>Developing 3D animations</u>	<u>Inside and outside class projects, observations and quizzes.</u>
•	<u>Develop pre-production works for use in animations</u>	<u>Inside and outside class projects and observations.</u>
•	_____	_____
•	_____	_____
•	_____	_____
•	_____	_____
•	_____	_____
•	_____	_____

Section 6
Name of Person Completing This Form: <u>Julia DeArriba-Montgomery</u> Date: _____