

## FLORIDA STATE COLLEGE AT JACKSONVILLE

## COLLEGE CREDIT COURSE OUTLINE

COURSE NUMBER:	DIG 2303
COURSE TITLE:	Computer Animation II
PREREQUISITE(S):	DIG 2302
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 advanced 3-D animation job skills used in creating 3-D animation for multimedia companies. The students will learn advanced knowledge and skills for creating digital content, 3-D modeling, rendering and character animation. Computer Animation I GRA 2803 is a pre-requisite to this course.</p>	
SUGGESTED TEXT(S):	<u>Advanced Maya Texturing and Lighting</u> , Lee Lanier, Wokey 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.	Production Process	5.5
	A. Taking direction	(2)
	B. Making deadlines	(2)
	C. Improvements	(1.5)
II.	Scripts	7.5
	A. Drafting scripts	(4)
	B. Script to storyboards	(3.5)
III.	Advanced Storyboards	9
	A. Character sheets	(6)
	B. Camera sweeps and shots	(.5)
	C. Principles of animation	(2)
	D. Planning the project	(.5)
IV.	Class Critiques and Presentation of Storyboards	5
V.	Advanced Animation Controls	13
	A. Understanding the environment	(4)
	1. Timing	
	2. Motion through time	
	B. The track view	(3)
	1. Hierarchy list	
	2. Function curves	
	3. Working with keys and ranges	
	C. Controllers and expressions	(6)
	1. Understanding controllers	
	2. Different controller types	
	a. Key-based controllers	
	b. Parametric controllers	
	c. Compound controllers	
	d. Expression controllers	
	e. Copying and pasting	
VI.	Compositing Effects	8
	A. Understanding video post	(3)
	B. Using blur to simulate speed effects	(2.5)
	C. Using scene events	(2.5)

COURSE TOPICS (CONTINUED)	CONTACT HOURS <u>PER TOPIC</u>
VII. Assembling Animations with After Effects and Premiere	4
A. Alpha channels (1.5)	
B. Importing files (1)	
C. Credits (1)	
D. Rendering a movie with Adobe Premiere (.5)	
VIII. Advanced Rendering for Video Tape	4
IX. Final Presentations	4

PROGRAM TITLE: Multimedia Technology

COURSE TITLE: Computer Animation II

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 to:

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

PROGRAM TITLE: Graphic Design Technology

COURSE TITLE: Computer Animation II

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.

<b>Section 1</b>	
<b>COURSE PREFIX AND NUMBER:</b> <u>DIG 2303</u>	<b>SEMESTER CREDIT HOURS:</b> <u>3</u>
<b>COURSE TITLE:</b> <u>Computer Animation II</u>	

<b>Section 2</b>
<b>TYPE OF COURSE: (Click on the box to check all that apply)</b>
<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)

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

<b>Section 4</b>
<b>INTELLECTUAL COMPETENCIES:</b>
<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

	<u>LEARNING OUTCOMES</u>	<u>METHOD OF ASSESSMENT</u>
•	<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>
•	_____	_____
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<b>Section 6</b>
Name of Person Completing This Form: <u>Julia DeArriba-Montgomery</u> Date: _____