

Course Outline for: ART 1115 2D Animation and Interactivity

A. Course Description

1. Number of credits: 3
2. Lecture hours per week: 1
Lab/Studio/Clinical hours per week: 4
3. Prerequisites: None
4. Corequisites: None
5. MnTC Goals: 6

Introduction to the technical and conceptual practice of two-dimensional animation and interactivity as a creative medium. Computer software applications are used to create animations and interactive content. Development of critique and related vocabulary.

B. Date last reviewed: January 2022

C. Outline of Major Content Areas

1. Basic concepts and fundamentals of motion graphics and digital animation.
2. Project planning and story boarding, timing, narrative, design concepts, site organization, file optimization and sound.
3. Adding basic interactivity through logical reasoning, critical thinking, and basic programming
4. Non-linear editing
5. History and philosophy of animation
6. Aesthetics and critical analysis

D. Course Learning Outcomes

Upon successful completion of the course, the student will be able to:

1. Explain computer operations as they relate to graphic and multimedia applications, and techniques of animation as a means to a creative end. MnTC Goal 2 (A); Goal 6 (D)
2. Demonstrate the ability to use technical skill by successfully completing a variety of assigned projects. MnTC: Goal 2 (A); Goal 6 (A,C,D)
3. Explain the basic visual elements and principles of design present in all works of art, and explain works of art in terms of these elements and principles. MnTC Goal 6 (A,C,D)
4. Apply the principles of visual narratives and storyboarding to develop animation. MnTC Goal 6 (D)
5. Create original works of animation which explore a variety of formal and conceptual problems, demonstrate a visual vocabulary, and make effective aesthetic judgments. MnTC Goal 2 (B); Goal 6 (A,C,D)
6. Analyze historic and contemporary animation: styles, techniques, terminology, and materials. MnTC Goal 6 (A,B,C)
7. Explain and evaluate the relationship between the fine arts and the development of culture. MnTC Goal 6 (A,B,C)

8. Explain and evaluate the effectiveness of personal artwork and the work of others through critique. MnTC: Goal 2 (D); Goal 6 (C, E)
9. Demonstrate an understanding of health and safety issues within the discipline.

E. Methods for Assessing Student Learning

1. Instructor's record of student's active participation in the class as demonstrated by regular attendance, preparation, class discussions, and group or individual critiques.
2. Instructor's record of student's understanding of discipline appropriate terminology and concepts as demonstrated in critiques, whether oral, written, group, or individual.
3. Instructor's analysis of student's well-presented, completed work that demonstrates comprehension, exploration, and strong technical skills.
4. Exams focusing on discipline specific terminology, historical concepts, and processes.
5. Written work (essays, critical response papers, research projects, and etc.) using discipline appropriate terminology and appropriate academic style.

F. Special Information:

In addition to class time, students work a minimum 4 hours outside of class per week.