

Appendix C
College of Micronesia-FSM
COURSE OUTLINE COVER PAGE

Computer Animation

Course Title

MM 240

Department and

Number

Course Description:

Computer animation is designed to improve students' visual communication skills, increase temporal, spatial and esthetic perception and discrimination, expand computer skills and technical vocabulary, and employ effective visual communication strategies for use across academic disciplines. This is a studio arts course; at least half of the contact hours will be in the studio lab.

Course Prepared by: Language & Literature **State** National Campus

	Hours per Week		No. of Week		Total Hours	
Semester Credits						
Lecture	<u>3</u>	x	<u>16</u>	x	<u>48/16</u>	=
<u>3</u>						
Laboratory	_____	x	_____	x	_____	=

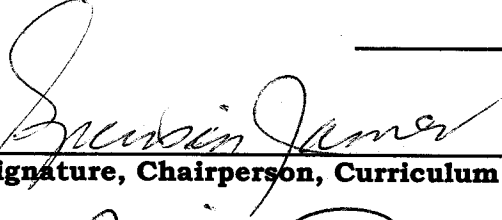
Workshop	_____	x	_____	x	_____	=

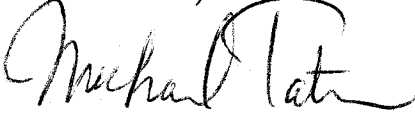
<u>3</u>					Total Semester Credits	

Purpose of Course:

Degree Requirement	_____
Degree Elective	<u>X</u>
Certificate	_____
Other	_____

Prerequisite Course(s): Any art class, CA 100 or permission of instructor.


Signature, Chairperson, Curriculum Committee


Signature, President, COM-FSM

12/23/03

Date Approved by Committee

1/19/04

Date Approved by President

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Course Description

Computer Animation is designed to improve students' visual communication skills, increase temporal, spatial and esthetic perception and discrimination, expand computer skills and technical vocabulary, and employ effective visual communication strategies for use across academic disciplines. This is a studio arts course; at least half of the contact hours will be in the studio lab.

I. Course Objectives

General Objectives

The student will be able to:

1. Communicate visually by creating computer-generated imagery (CGI) animation.
2. Analyze live action, reference video, and animation to discern crucial elements and understand their role in communication.
3. Read animations of different media and styles accurately.

Specific Objectives

The student will be able to:

- 1.1 Ascertain the meaning of an animation by identifying main images, supporting details, and logical or narrative sequences.
- 1.2 Recognize the implicit assumptions and values underlying an animated work.
- 1.3 Critique their own and others' animations for clarity of communication, technical execution, and style.
- 1.4 State the premise of an animation.
- 1.5 Define animation vocabulary.
- 1.6 Retain specific actions and details from an animation.

- 2.1 Write an animation script to communicate a concept or tell a story with a clear premise.
- 2.2 Expand the animation script into a storyboard.
- 2.3 Identify and design elements from the storyboard, including actors, props, sets and environment.
- 2.4 Build three-dimensional computer models of actors, props and sets.
- 2.5 Create two-dimensional images or textures and apply them to the surfaces of actors, props, sets and environment.

- 3.1 Assemble and lay out the elements of an animation into a series of scenes based on the storyboard.
- 3.2 Set up the CGI camera and lights to create esthetically pleasing compositions that tell the story effectively.
- 3.3 Animate the elements of a scene to communicate a concept or tell a story.
- 3.4 Render an animation with technically acceptable quality to several current distribution media.

II. Course Contents

The course contents are readings and individual projects within the following process categories:

1. Story Development and Preproduction Planning
2. Element Design
3. Blocking and Composition
4. Lighting and Rendering
5. Rigid Object Animation
6. Complex Object Animation
7. Deformation and Metamorphosis
8. Timing
9. Simulation
10. Animation Playback Formats and Media

III. Textbook

Excerpts from: Kelly, Doug. Character Animation In Depth. Phoenix, Arizona: Coriolis Group, September 1, 1998.

IV. Required Course Materials

Five diskettes and a diskette carrier, 1 pack of 100 3x5 index cards, #2 pencil.

V. Reference Materials

The instructor will provide videos and supplementary reference books as needed.

VI. Instructional Costs

Blank CD-R and/or DVD-R disks will be provided for archiving student projects and creating digital portfolios.

VII. Method of Instruction

The instructor may use but is not limited to lecture, discussion, group discussion, group presentations, projects, quizzes, tests, videos, computer software and exercises in order to

achieve the stated objectives of the course.

VIII. Evaluation

The instructor will create measurement instruments that demonstrate competency in the stated objectives. These may include multiple choice, short answer, and essay quizzes or assignments. The instructor will give a mid-term and final examination. Students will present their animations in a public exhibition as part of the final exam. A copy of the final examination should be given to the division chair.

IX. Attendance Policy

The COM-FSM attendance policy applies to this course.

X. Academic Honesty Policy

The COM-FSM academic honesty policy applies to this course.