

**Fond du Lac Tribal and Community College
COURSE OUTLINE FORM**

03/19/19

Please return this form to the college vice president of academic affairs and the chairperson of the Academic Affairs and Standards Council (AASC)

1. Prepared by: _____

2. Date submitted: _____

3. Date approved: 04/16/20 Date revised 10/26/22

4. Department/discipline: Multimedia Production

5. Department(s) endorsement(s): _____
(Signatures of the person(s) providing the endorsement are required.)

6. Course Title: Computer Animation
Abbreviated course title for Transcripts (25 characters or less): _____

7. Course Designator: MMP 8. Course Level: 1090

9. Number of Credits: Lecture 1 Lab 2

10. Control Number (on site) 20 Control Number (online) 20

11. Catalog/Course description:

Computer Animation focuses on both the editorial content and the technical skills needed to produce quality digital animation used in artistic websites, computer graphics, video games, education, and other digital graphic applications. Students will learn about the legal, moral, and ethical aspects involved in the artistic and imaginative approach to four interconnected styles of computer animation – journalism, public relations, marketing, and art. The goal is to expand the student’s media literacy while they gain practical skills in effective communication using the medium of computer animation. (Prerequisite: MMP/AMIN 1065 or instructor’s consent).

12. Course prerequisite(s) or co-requisite(s): Accuplacer scores/ Other courses
Prerequisite(s): MMP/AMIN 1065 Introduction to Digital Storytelling or instructor’s consent.
Co-requisite:

13. **Course Materials** (Recommended course materials and resources. List all that apply, e.g. textbooks, workbooks, study guides, lab manuals, videos, guest lecturers).

Access to computers with Adobe Animate software.
Recommended reading is The Animator’s Survival Kit by Richard Williams.
Recommended viewing:
-Adobe tutorials on how to use Animate software.
-animated short videos
Special effort will be made to include materials that focus on Indigenous issues.

14. **Course Content** (Provide an outline of major topics covered in course)

- Historical overview, invention and applications of computer animation

- Computer animation hardware and software
- Function and use of copyright-free templates
- Function and use of creative settings
- Technical skills needed for computer animation
- Composition, framing, lighting, background, sequences
- The role of audio in computer animation
- Reality-based vs. abstract computer animation
- Consent forms, copyright issues, and digital distribution methods
- Artistic applications of editorial content and technical skills
- Create a portfolio showcasing original computer animation

15. Learning Goals, Outcomes, and Assessment

At FDLTCC we have 4 Competencies Across the Curriculum (CAC) areas. They are as follows:

- A. Information Literacy (the ability to use print and/or non-print tools effectively for the discovery, acquisition, and evaluation of information)
- B. Ability to Communicate (the ability to listen, read, comprehend, and/or deliver information in a variety of formats.)
- C. Problem Solving (the ability to conceptualize, apply, analyze, synthesize, and/or evaluate information to formulate and solve problems.)
- D. Culture (knowledge of Anishinaabe traditions and culture, knowledge of one’s own traditions and culture, knowledge of others’ traditions and cultures, culture of work, culture of academic disciplines and/or respect for global diversity.)

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

Learning Outcomes	Competencies (CAC)	Cultural Standards
Create 2D and 3D characters and environments that demonstrate the integration of graphic design principles reflecting the principle that form follows function.	A	1, 2
Integrate the concepts, principles and theories involved in the physics of animation to give voice to a personal narrative that integrates storytelling and performance in order to effectively communicate a message to an audience.	A, B	1, 5
Develop and expand artistic perception in order to evaluate the role of computer animation in the Digital Age with special emphasis on using critical thinking to apply new skills	A, B, D	1, 4, 7

to improve production techniques.		
Demonstrate how computer animation can serve as an interdisciplinary tool to aid effective communication in different fields of study.	A, C, D	1, 3, 6

WINHEC Cultural Standards:

1. **GIKENDAASOWIN – *Knowing knowledge*:** To develop human beings who value knowledge, learning, and critical thinking and are able to effectively use the language, knowledge, and skills central to an Ojibwe-Anishinaabe way of knowing.
2. **GWAYAKWAADIZIWIN – *Living a balanced way*:** To develop balanced human beings who are reflective, informed learners who understand the interrelatedness of human society and the natural environment, recognize the importance of living in harmony with creation, and are able to apply a systems approach to understanding and deciding on a course of action.
3. **ZOONGIDE'EWIN – *Strong hearted*:** To increase the students' capacity to live and walk with a strong heart, humble and open to new ideas and courageous enough to confront the accepted truths of history and society.
4. **AANGWAAMIZIWIN – *Diligence and caution*:** To develop students' capacity to proceed carefully, after identifying, discussing, and reflecting on the logical and ethical dimensions of political, social, and personal life.
5. **DEBWEWIN – *Honesty and integrity*:** To increase students' capacity to think and act with honesty and integrity as they understand and face the realities of increasingly interdependent nations and people
6. **ZAAGI' IDIWIN – *Loving and Caring*:** To encourage students' acceptance of the diversity within their school, community, and environment by developing healthy, caring relationships built on respect for all.
7. **ZHAWENINDIWIN – *Compassion*:** To expand students' knowledge of the human condition and human cultures and the importance of compassion especially in relation to behavior, ideas, and values expressed in the works of human imagination and thought.

16. **Minnesota Transfer Curriculum (MnTC):** List which goal area(s) – up to two – this course fulfills.

See www.mntransfer.org

Goal Area(s): _____

Provide the specific learning outcomes as listed on the mntransfer.org website that pertain to this course.

17. Are there any additional licensing/certification requirements involved?

_____ Yes No

Provide the required documentation to show course meets required licensing/certification standards.

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