Course and Section Number:
ARTV-1303-83501: Basic Animation
ARTV-1003-82007: Basic Animation

Semester:
Spring 2014 (1/27/14 - 5/12/14)

Credit Hours:
3 credit hours

Class Meeting Days and Times:
Mondays 5:40-9:30 PM

Room:
Room T252

Instructor Information:
Instructor's name: Dwayne Carter
E-mail address: dcarter@dccc.edu
Richland phone: 972-238-6987
Office Number: T246D
Office / Lab Hours: (TTH, 2:00 -4:00, MW 2:00 -4:00)
Mail Box Location: Bonham B101
www.mmlab2.rlc.dccc.edu/dcarter

Prerequisite:
No Prerequisite for ARTV 1303
For ARTS 2311: Recommended prerequisites for Art Majors, ARTS 1311, ARTS 1312, ARTS 1316, and ARTS 1317.

Course Description:
This course will focus on two- or three-dimensional projects in a special topics area. Emphasis is on individual expression. This course may be repeated if topics and learning outcomes vary.

Examination of animation concepts, principles, and storyboard for basic production. Emphasizes creating movement and expression utilizing traditionally or digitally generated image sequences.

End-of-Course Outcomes:
Demonstrate animation principles; communicate conceptual ideas through storyboards; execute animation sequences; and develop artwork using traditional or digital tools.

SCANS Skills:
The Secretary’s Commission on Achieving Necessary Skills (SCANS) was appointed by the Secretary of Labor to determine the skills people need to succeed in the world of work. Richland College is determined to prepare you with the knowledge and skills you need to succeed in today’s dynamic work environment. Towards this goal, these workplace competencies and foundation skills have been designed into the curriculum for this course:

- Creative Thinking - generates new ideas
- Decision Making - specifies goals and constraints, generates alternatives, considers risks, and evaluates and chooses best alternative
- Visualize (Seeing Things in the Mind's Eye) - organizes, and processes symbols, pictures, graphs, objects, and other information
- Reasoning - discover a rule or principle underlying the relationship between two or more objects and apply it when solving a problem
- Applies Technology to Task - understands overall intent and proper procedures for setup and operation of equipment

**Required Lab Hours:**

Students are required to spend at least 2 extra hours per week outside of class working on student projects.

This course contains lecture and lab components, both held during the posted class times. Students may need to put in additional time in the Multimedia Learning Center to complete assignments.

**Multimedia Learning Center Information and Hours of Operation:**

The Multimedia Learning Center (972-238-6001) is located in Thunderduck Hall, T246 and is for all currently enrolled Multimedia and Game students to use for Multimedia and Game class work and projects.

Lab assistants and faculty are usually in the lab to answer questions, however multimedia tutoring is not available in the lab.

For the current lab hours, go to [http://www.rlc.dcccd.edu/multimedia/](http://www.rlc.dcccd.edu/multimedia/) and look in the bottom right corner of the page.

The other computer labs on campus for credit student use are in Del Rio, D229 and Wichita, WH159.

*All Multimedia (credit and continuing education) students must show a Student ID Card to use the lab and check out any equipment. IDs are available in Thunderduck Hall, T141.*

**Textbooks:**

**Optional Textbook:**

Adobe Flash Professional CS6 Classroom in a Book  
Adobe Creative Team  
978-0321822512  
Peachpit

**Optional Textbook:**

Character Animation Crash Course!  
Eric Goldberg  
978-1879505971  
Silman-James Pr

**Supplies:**

**Required Supplies for all Courses:** headphones, jump drives or external hard drives.

**Course Outline:**

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<tbody>
<tr>
<td>Daily Exercises</td>
<td>Ongoing through the semester: view website for details</td>
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<tr>
<td>Project I</td>
<td>Rotoscope</td>
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<tr>
<td>Project II:</td>
<td>Motion Graphic</td>
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<tr>
<td>Project III:</td>
<td>Special Effects</td>
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<tr>
<td>Final Project IV:</td>
<td>Irony Animatic</td>
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**Grading Procedure:**

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<thead>
<tr>
<th>Grading Legend</th>
<th>Points Breakdown</th>
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<tr>
<td>A = 90 - 100</td>
<td>20 points Exercises</td>
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<tr>
<td>B = 80 - 89</td>
<td>10 points Attendance / Participation - Preparedness, participation in class activities and in discussions.</td>
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<tr>
<td>C = 70 - 79</td>
<td>15 points</td>
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<tr>
<td>D = 60 - 69</td>
<td>15 points Project I - Rotoscope</td>
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<tr>
<td>F = 0 - 59</td>
<td>20 Points Project II - Motion Graphic</td>
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<tr>
<td></td>
<td>20 Points Project III - Special Effects</td>
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<tr>
<td></td>
<td>100 points Project IV - Irony Animatic</td>
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**PLEASE NOTE! Grade reports are no longer mailed. Convenient access is available online or by telephone. Use your student identification number when you log in to eConnect or call Touch Tone Services.**

Web Site address: [http://econnect.dcccd.edu](http://econnect.dcccd.edu) Telephone number: 972-613-1818.

**Academic Calendar:**

**Spring 2014 Monday - Friday Classes Calendar (01/21/14 - 05/15/14)**

**Drop Date:**

**February 3 (M)** is the last day to drop from this course without receiving an automatic "W" and without the course reflecting on your transcript.

**Withdrawal Date:**

**April 17 (R)** is the last day to withdraw from this course with an automatic "W".

**Richland College’s Quality Enhancement Plan ~ Learning to Learn: Developing Learning Power**

Richland College is piloting its Quality Enhancement Plan (QEP) in select classes. The QEP provides techniques, practices, and tools to help students develop the habits, traits or behaviors needed to be effective and successful lifelong learners in college and in life. For more information, please log onto [http://www.richlandcollege.edu/qep2013/](http://www.richlandcollege.edu/qep2013/).

**Academic Progress:**

Students are encouraged to discuss academic goals and degree completion with their instructors. Specific advising is available throughout the semester. Check [7Steps2Success](http://www.richlandcollege.edu/qep2013/) for more details.
Institutional Policies:

Classroom Policies:
Please read the following classroom policies listed below.

Attendance Policy:
In order to be successful, students must attend and participate in enrolled courses.

If you know you will be missing classes this semester, please speak to your instructor about days you will be missing so you can receive information on the missed lessons and assignments.

- Minus 1 point for each absence,
- Minus 1/2 point for tardy or leave early
- Minus 1 point for earphones, texting, cell phones during lectures

It is imperative students arrive to class on time and remain in class the entire session each week.

Food and Drink Policy:
Except where otherwise determined by a faculty member, no eating or drinking is allowed in the classroom.

Web Server Posting Policy:
The Richland Student Web Server is open to all users of the World Wide Web. Any information students or instructors place in their files is readable by any user of the World Wide Web.

Computer/Internet Use Policy:
Currently enrolled Richland College Multimedia and Game students have access to the Multimedia Lab and classroom computers for Multimedia/Game educational and instructional purposes only. Please use the Del Rio Computer Lab (D229) or the Wichita Computer Lab (WH159) for other school-related assignments and non-Multimedia activities.

Students using their own laptops must use the wireless connection in the Thunderduck Hall building and cannot use the Multimedia lab and classroom computer data lines to access the Internet.

You are required to show your Richland Student ID when requested by lab personnel. You are expected to follow lab policies as well as the Student Code of Conduct specified in the catalog. If the link does not work for you (ie: you have a hard copy of the syllabus), copy/type this url into your browser window: http://www.richlandcollege.edu/conduct/

Safety Policy:
Students should participate in this class in a safe, appropriate manner. We occasionally have to step over cords for the multimedia cart and/or computer equipment. We also need to watch out for boxes and paper, students’ backpacks, etc. Students should begin to build good computing habits, designed to prevent eyestrain, carpal tunnel syndrome, etc.

Handheld Devices Policy:
Please turn OFF all electronic devices during class.

Participation Policy:
Course participation is required. Ask questions and be involved with the lesson.
Students should not surf the Net, play games, send emails or work on unrelated homework/projects during class. Students should not disturb your neighbors during lectures and demos.

**End of Each Class Policy (for face-to-face classes):**

When you leave class for the day, please...

1. Delete all your files from your workstation and empty the trash.
2. Shut down your computer using Windows Shut Down.
3. Turn off your monitor after computer has COMPLETELY shut down.
4. Pick up and throw away any trash around your seat.

**Attention Continuing Education Students:**

To receive a certificate for this course, you must make a grade of "C" or higher as a final grade. A grade average of 69% or lower is failing.

Continuing Education will not mail your certificate to you. If you do not receive your certificate the last day of class you will have to pick up your certificate at the Continuing Education Front Desk, T160.

**Multimedia and Game Web Sites:**

http://www.richlandcollege.edu/multimedia
http://www.richlandcollege.edu/game/

The Multimedia Learning Center is part of the Richland College School of Engineering, Business and Technology. Office: Bonham 101 • Phone: 972.238.6210.

**Disclaimer reserving right to change syllabus:**

The instructor reserves the right to amend this syllabus as necessary.

**Student Acknowledgement:**

Please download, read and sign this [Student Acknowledgement](http://www.mmlab2.rlc.dcccd.edu/calendar/StudentAcknowledgement.pdf) and turn it in to your instructor.

Or you can paste this URL into your browser window:

http://www.mmlab2.rlc.dcccd.edu/calendar/StudentAcknowledgement.pdf