Course and Section Number:
ARTS-2311-83006: Computer Graphics I (Basic Animation)
ARTV-1303-83002: Basic Animation
(cross-listed with ARTV-2335-83002)

Semester:
Spring 2019 Day Classes: January 22, 2019 – May 16, 2019

Credit Hours:
3 credit hours

Class Meeting Days and Times:
Tuesdays and Thursdays
09:30AM to 11:55AM

Room:
T252

Instructor Information:
Instructor’s name: Dwayne Carter
E-mail address: dcarter@dccc.edu
Richland phone: 972-238-6987
Mail Box Location: WH101
Office Number: D122
Office Hours: Monday / Wednesday 9-10:00 AM, 2:00-3:30 PM;
Lab Hours / Club: Room T252: Tuesday 3:00 to 5:00 PM / Thursday 3:00 to 4:00
Website www.mmlab2.rlc.dcccd.edu/dcarter

Disclaimer reserving right to change syllabus:
The instructor reserves the right to amend this syllabus as necessary.

Prerequisite:
Suggested prerequisite: IMED 1301: Introduction to New Media

Course Description:
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.

Course Outline:
For greater detail regarding assignments visit the class website
www.mmlab2.rlc.dcccd.edu/dcarter
Adobe Animate Exercises:  
<table>
<thead>
<tr>
<th>Project I: Rotoscope</th>
<th>Week 3-6 Due Tuesday March 5</th>
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</thead>
<tbody>
<tr>
<td>Project II: After Effects: Chromakey</td>
<td>Week 7-8  Due Thursday March 21</td>
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<tr>
<td>Exercise: Motion Graphic I</td>
<td>Week 9: Due Thursday March 28</td>
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<tr>
<td>Project III: Motion Graphic II: Logo</td>
<td>Week 10 -12 Due: Tuesday April 16</td>
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<tr>
<td>Final Project IV: Irony Animatic</td>
<td>Weeks 13-16 Due: Tuesday May 14</td>
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Grading Procedure:

<table>
<thead>
<tr>
<th>Grading Legend</th>
<th>Points Breakdown</th>
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<tbody>
<tr>
<td>A = 90 - 100</td>
<td>10 points Attendance / Participation:</td>
</tr>
<tr>
<td>B = 80 - 89</td>
<td>Be prepared for in-class activities and class discussions.</td>
</tr>
<tr>
<td>C = 70 - 79</td>
<td>Minus 1 point for each absence,</td>
</tr>
<tr>
<td>D = 60 - 69</td>
<td>Minus 1/2 point for tardy or leave early</td>
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<tr>
<td>F = 0 - 59</td>
<td>Minus 1 point for earphones, texting, cell phones during lectures</td>
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<tr>
<td></td>
<td>10 points Animate Exercises: Animated Car; Frame by Frame Drawing; Penguin</td>
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<tr>
<td></td>
<td>20 points Project I - Rotoscope</td>
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<tr>
<td></td>
<td>15 points Project II - Special Effects</td>
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<tr>
<td></td>
<td>5 points AE Exercise - Motion Graphic I</td>
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<td></td>
<td>20 Points Project III - Motion Graphic II: Logo</td>
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<tr>
<td></td>
<td>20 Points Project IV - Irony Animatic (option: two additional motion graphic animations)</td>
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<td></td>
<td>100 points TOTAL</td>
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Project grades are based on meeting requirements, effort, technical skill, creativity, meeting deadlines

Grade Reports:
Final grade reports are not mailed to students. You may view your final grades via eConnect at econect.dcccd.edu. From the Current Credit Student menu, select “My Grades” under “My Personal Information.” If you are not already logged in, you will be prompted to do so. Select the grade type you wish to review. Press the submit button, and all grades for the selected grade type will be shown.

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 1 extra hour(s) 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: 

The other campus computer lab for credit student use is Del Rio, D229.

*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 at the Office of Student Life in El Paso Hall, E040.*

**Textbooks:**

**Optional Textbooks:**
Adobe After Effects CC Classroom in a Book (2018 release) 1st Edition
Lisa Fridsma & Brie Gyncild
978-0134853253
Peachpit

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

**Supplies:**

**Required Supplies for all Courses:** headphones and some kind of external storage: jump drives, external hard drives, blank CD-Rs/DVDs or cloud storage like Dropbox.

**Academic Calendar:**

**2019 Spring Multimedia/Photography/Game Day Courses Calendar**

**January 22, 2019 – May 16, 2019**
Spring MW, TR, MWF, RCHS classes and regular online classes.
Saturday only courses, Evening Flex Term courses and Online Flex Term courses have different calendars.

January 21 (M)  **MLK Holiday** - campus closed, including lab.
January 22 (T)  Monday – Friday Day Classes Begin
<table>
<thead>
<tr>
<th>Date</th>
<th>Event Description</th>
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<tbody>
<tr>
<td>January 26 (Sa)</td>
<td>First Saturday the Multimedia Lab will be open.</td>
</tr>
<tr>
<td>February 4 (M)</td>
<td>12th Class Day / Census Day for Monday - Friday day classes and regular online classes. Last day to drop a course without receiving a &quot;W&quot; grade on transcript.</td>
</tr>
<tr>
<td>February 28 (R)</td>
<td>Professional Development Day -- Thursday and Friday day classes will not meet. Friday evening, Saturday and Sunday classes will meet; lab will be open.</td>
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<tr>
<td>March 1 (F)</td>
<td>Professional Development Day -- Thursday and Friday day classes will not meet. Friday evening, Saturday and Sunday classes will meet; lab will be open.</td>
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<tr>
<td>March 11 - 17 (M-Su)</td>
<td>Spring Break: College buildings &amp; offices (including the lab) will be closed for the week.</td>
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<tr>
<td>April 17 (W)</td>
<td>Final Withdraw Date: Last Day for Monday - Friday day classes and regular online classes to withdraw with a grade of &quot;W&quot;.</td>
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<tr>
<td>April 19 – 21 (F-Su)</td>
<td>Spring Holiday: College buildings &amp; offices (including the lab) will be closed for the holiday.</td>
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<tr>
<td>May 13-16 (M-R)</td>
<td>Final Exams: See the online Final Exam Schedule for your exam times.</td>
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<tr>
<td>May 16 (R)</td>
<td>Semester Ends. Last day lab is open for the semester.</td>
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**Drop Date:**

**February 4 (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 (W)** is the last day to withdraw from this course with an automatic "W".

**Institutional Policies:**

Institutional Policies are available at: [https://www.richlandcollege.edu/syllabusinfo](https://www.richlandcollege.edu/syllabusinfo)

**Classroom Policies:**

Please read the following classroom policies listed below.

**Attendance Policy:**

See Attendance Information listed in the Grading Legend.

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.

If you are unable to attend class, please email the instructor.

**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, Game, and Photography students have access to the Multimedia Lab and classroom computers for Multimedia/Game/Photography educational and instructional purposes only.

Please use the Del Rio Computer Lab (D229) for other school-related assignments and non-Multimedia/Game/Photography 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, Game, and Photography Web Sites:**

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

The Multimedia Learning Center is part of the Richland College School of Engineering and Technology. Office: Wichita Hall, WH-101 • Phone: 972-238-6210.

**Student Acknowledgement:**
Please download, read and sign this Student Acknowledgement 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