COMMON COURSE OUTLINE: Course discipline/number/title: ART 2237: Animation and 3D Modeling

A. CATALOG DESCRIPTION
1. Credits: 3
2. Hours/Week: 6
3. Prerequisites (Course discipline/number): None
4. Co-requisites (Course discipline/number): None
5. MnTC Goals (if any): NA

This Studio Art course is a foundation course in methods of creating and animating three-dimensional models using software as a studio space. Students will explore concepts of perspective, modeling, surface creation, and lighting, as well as fundamentals of animation, including timing, viewpoint and narrative. This course emphasizes the elements, principles, and ideas that constitute the shared language of all the visual arts.

B. DATE LAST REVISED (Month, year): March, 2013

C. OUTLINE OF MAJOR CONTENT AREAS:
1. Rendering form from observation
2. Sculptural application of the Elements and Principles of Design
3. Modeling in three dimensions using software
4. Surface and Texture characteristics
5. Animation techniques, including timing, point of view and narrative content
6. Historical and contemporary context
7. Critical analysis

D. LEARNING OUTCOMES (GENERAL): The student will be able to:
1. Demonstrate the ability to render form from observation in a three-dimensional environment by successfully completing a series of modeling assignments.
2. Utilize the Elements of Art and Principles of Design in compositions for still life and effective narratives for animation.
3. Create artistic expressions in a conceptual and historical context.
4. Evaluate projects throughout the creative process.
5. Articulate an informed personal reaction during critiques and through writing.

E. LEARNING OUTCOMES (MNTC): NA

F. METHODS FOR EVALUATION OF STUDENT LEARNING:
1. Portfolio based grades
2. Critiques
3. Exams
4. Written Assignments

G. RCTC CORE OUTCOME(S) ADDRESSED:
- Communication
- Critical Thinking
- Global Awareness/Diversity
- Civic Responsibility
- Personal/Professional Accountability
- Aesthetic Response

H. SPECIAL INFORMATION (if any): None