

# Washtenaw Community College Comprehensive Report

## ANI 260 3D Animation III

Effective Term: Fall 2011

### Course Cover

**Division:** Business and Computer Technologies

**Department:** Digital Media Arts

**Discipline:** Animation

**Course Number:** 260

**Org Number:** 14500

**Full Course Title:** 3D Animation III

**Transcript Title:** 3D Animation III

**Is Consultation with other department(s) required:** No

**Publish in the Following:** College Catalog , Time Schedule , Web Page

**Reason for Submission:** Course Change

**Change Information:**

Pre-requisite, co-requisite, or enrollment restrictions

**Rationale:** Adding two introductory courses (ANI 155 and ANI 160) will better prepare students for the capstone (ANI 260).

**Proposed Start Semester:** Fall 2011

**Course Description:** This course builds skills from previous 3D animation courses at a more advanced level. Students will develop proficiency and efficiency in model construction, texture building, and furthering concepts in modeling for animation. The class will explore animation and rigging, photorealistic rendering, special effects, and scene construction.

### Course Credit Hours

**Variable hours:** No

**Credits:** 4

**Lecture Hours: Instructor: 60 Student: 60**

**Lab: Instructor: 0 Student: 0**

**Clinical: Instructor: 0 Student: 0**

**Other: Instructor: 30 Student: 30**

**Total Contact Hours: Instructor: 90 Student: 90**

**Repeatable for Credit:** NO

**Grading Methods:** Letter Grades

Audit

**Are lectures, labs, or clinicals offered as separate sections?:** NO (same sections)

### College-Level Reading and Writing

College-level Reading & Writing

### College-Level Math

#### Requisites

**Prerequisite**

ANI 155 minimum grade "C"

**Prerequisite**

ANI 160 minimum grade "C"

**Prerequisite**

Academic Reading and Writing Levels of 6; ANI 250 minimum grade "C"

### General Education

## Request Course Transfer

Proposed For:

### Student Learning Outcomes

1. Apply 3D software techniques and strategies in creation of original advanced projects and demo reel.

#### **Assessment 1**

**Assessment Tool:** Portfolio of animation projects

**Assessment Date:** Winter 2012

**Assessment Cycle:** Every Three Years

**Course section(s)/other population:** All

**Number students to be assessed:** all

**How the assessment will be scored:** Departmentally-developed rubric.

**Standard of success to be used for this assessment:** 75% of students will score at the satisfactory level or above.

**Who will score and analyze the data:** Each portfolio will be assessed by at least two reviewers consisting of departmental faculty members and professionals from the industry.

2. Create animated sequences ready for post-production, including alpha channels, depth maps, and HDRI files

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3. Create perfect geometry matching and baked UV textures for characters.

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### Course Objectives

1. Create organic character in scene

#### **Methods of Evaluation**

Individual or Group Performance, Project or Presentation

#### **Matched Outcomes**

1. Apply 3D software techniques and strategies in creation of original advanced projects and demo reel.

2. Draw/Illustrate storyboards
  - Methods of Evaluation**
  - Other
  - Matched Outcomes**
    1. Apply 3D software techniques and strategies in creation of original advanced projects and demo reel.
  
3. Write short script
  - Methods of Evaluation**
  - Paper(s)
  - Matched Outcomes**
    1. Apply 3D software techniques and strategies in creation of original advanced projects and demo reel.
  
4. Produce and edit short film applying technical and aesthetic criteria
  - Methods of Evaluation**
  - Individual or Group Performance, Project or Presentation
  - Matched Outcomes**
    1. Apply 3D software techniques and strategies in creation of original advanced projects and demo reel.
  
5. Employ workflow, project and time management
  - Methods of Evaluation**
  - Paper(s)
  - Matched Outcomes**
    1. Apply 3D software techniques and strategies in creation of original advanced projects and demo reel.
  
6. Research and compile references for projects
  - Methods of Evaluation**
  - Paper(s)
  - Matched Outcomes**
    1. Apply 3D software techniques and strategies in creation of original advanced projects and demo reel.
  
7. Develop workflow manager spreadsheet
  - Methods of Evaluation**
  - Paper(s)
  - Matched Outcomes**
    1. Apply 3D software techniques and strategies in creation of original advanced projects and demo reel.
  
8. Contribute in team environment
  - Methods of Evaluation**
  - Other
  - Matched Outcomes**
    1. Apply 3D software techniques and strategies in creation of original advanced projects and demo reel.
  
9. Render using Mental Ray
  - Methods of Evaluation**
  - Individual or Group Performance, Project or Presentation
  - Matched Outcomes**
    2. Create animated sequences ready for post-production, including alpha channels, depth maps, and HDRI files

10. Render with Caustics and global illumination
  - Methods of Evaluation**  
Individual or Group Performance, Project or Presentation
  - Matched Outcomes**  
2. Create animated sequences ready for post-production, including alpha channels, depth maps, and HDRI files
11. Integrate animation with live action
  - Methods of Evaluation**  
Individual or Group Performance, Project or Presentation
  - Matched Outcomes**  
2. Create animated sequences ready for post-production, including alpha channels, depth maps, and HDRI files
12. Create perfect geometry matching and baked UV textures for characters
  - Methods of Evaluation**  
Individual or Group Performance, Project or Presentation
  - Matched Outcomes**  
2. Create animated sequences ready for post-production, including alpha channels, depth maps, and HDRI files
13. Integrate multiple software applications
  - Methods of Evaluation**  
Individual or Group Performance, Project or Presentation
  - Matched Outcomes**  
3. Create perfect geometry matching and baked UV textures for characters.
14. Demonstrate skin weight, painting and strength
  - Methods of Evaluation**  
Individual or Group Performance, Project or Presentation
  - Matched Outcomes**  
3. Create perfect geometry matching and baked UV textures for characters.
15. Create compound and multilayered networkable texture files using Maya and Photoshop
  - Methods of Evaluation**  
Other
  - Matched Outcomes**  
3. Create perfect geometry matching and baked UV textures for characters.
16. Demonstrate proper baked UV textures for characters
  - Methods of Evaluation**  
Other
  - Matched Outcomes**  
3. Create perfect geometry matching and baked UV textures for characters.

## **New Resources for Course**

### **Course Textbooks/Resources**

Textbooks  
Manuals  
Periodicals  
Software

### **Equipment/Facilities**

**Reviewer**

**Faculty Preparer:**

**Action**

*Faculty Preparer*

**Date**

*Feb 24, 2011*

**Department Chair/Area Director:**  
*Kristine Willimann*

*Recommend Approval*

*Feb 28, 2011*

**Dean:** *Rosemary Wilson*

*Recommend Approval*

*Mar 22, 2011*

**Vice President for Instruction:** *Stuart  
Blacklaw*

*Approve*

*Apr 11, 2011*