

COURSE OUTLINE

Art 247 Portfolio Development – Animation

I. Catalog Statement

Art 239 provides students with instruction in marketing their skills to the video game and digital animation industry. Students receive guidance in preparing still images and movies so that they are of the quality required for presentation. Students are required to participate in online digital animation message boards and to set up their own weblogs to share their projects with others.

Units – 3.0

Lecture Hours – 2.0

Total Studio Hours – 4.0

(Faculty Studio Hours 2.0 + Student Studio Hours 2.0 = Total Studio Hours 4.0)

Prerequisite: Any one of the following courses – Art 221, Art 232, Art 238, Art 234, Art 235 OR Art 246

II. Course Entry Expectations

Skill Level Ranges: Reading 5; Writing 5; Listening-speaking 5; Math 3

Prior to enrolling in this course, the student will be able to:

1. operate essential user interface devices, such as camera and transformation tools;
2. apply basic modeling tools and techniques;
3. apply basic rendering tools and techniques;
4. apply basic animation tools and techniques;
5. analyze and edit modeling, rendering, and animation data using designated spreadsheets/windows;
6. describe image output.

III. Course Exit Standards

Upon successful completion of the required course work, the student will be able to:

1. prepare images and movies for presentation on the web;
2. use a weblog to present and discuss work;

3. present and discuss their work through online communities;
4. use online resources to track employment and internship opportunities;
5. apply for employment.

IV. Course Content

A. File Preparation for the Web	8 hours
1. Web compression of movies and images	
2. Image sizing	
3. Presentation quality work	
4. Long-term work archive system	
B. Online Communities	8 hours
1. High-profile online communities	
2. Membership	
3. Presentation and response	
4. Networking	
C. Web Self-Promotion	8 hours
1. Successful weblogs	
2. Weblog set-up	
D. Employment Opportunities	8 hours
1. Job and internship postings	
2. How to apply	
3. Prospective employer's profile	
4. Salary and benefit negotiation	
E. Projects Emphasizing Technical and Aesthetic Development	32 hours

V. Methods of Presentation

The following instructional methodologies may be used in the course:

1. lectures and demonstrations;
2. instructor critique of student work;
3. peer critique of student work;
4. individual instruction of students in a computer lab.

VI. Assignments and Methods of Evaluation

1. Projects.
2. Peer and instructor review.
3. Review of final projects.
4. Final examination.

VII. Textbook

None.