

All Fields Report

| Basic Course Information | |
|---|---|
| College | Cañada College |
| Discipline | MART-Digital Art and Animation |
| Course Number | 680CL |
| Full Course Title | Advanced 3D Animation |
| Catalog Course Description | Continuation of concepts and techniques covered in MART 430. The principles of animation are covered in depth as they apply to the 3D environment: bipedal locomotion (walks, runs, gait changes), weight, balance, and character performance. |
| Class Schedule Course Description | Continuation of concepts and techniques covered in MART 430. The principles of animation are covered in depth as they apply to the 3D environment: bipedal locomotion (walks, runs, gait changes), weight, balance, and character performance. |
| Proposal Information | |
| Proposed Start | Year: 2020 Semester: Fall |
| Proposed Curriculum Committee Meeting Date: | 10/23/2020 |
| Deadline for submission to Dean's Queue: | 09/17/2020 |
| Deadline for submission of curriculum proposal to the Technical Review Committee: | 09/29/2020 |
| Proposal Origination Date: | 09/29/2020 |
| Justification For Board Report OR Curriculum Inventory update: | <p>1. For NEW Courses: Provide a brief justification statement describing the need for the course, its place in the curriculum, and pertinent information such as the role of advisory committees. New courses require approval of the SMCCCD Board of Trustees. The justification statement will be included on the annual Curricular Board report. Use complete sentences and present tense.</p> <p>2. For all types of Course MODIFICATIONS (modifications, banking, deletions and reactivations): Provide a brief justification statement describing the need for the change. The justification statement will be used for course updates in the State Curriculum Inventory as necessary. Use complete sentences and present tense.</p> <p>This course was replaced by MART 425 as a permanent course, and it is being deleted per section 3.11 of the curriculum handbook.</p> |
| Honors Course | No |
| Open Entry/Open Exit | No 0 |

| Equivalent Courses | |
|--|----|
| Will this course replace an existing course in the catalog, or an experimental course? | No |
| If yes, identify and explain. | |
| Similar Courses | |
| Is there a similar or equivalent course in SMCCCD? | No |

Added Similar Courses**Units/Hours**

| | |
|-----------------------|------------|
| Unit Types | Fixed |
| Units | Min: 3.00 |
| Variable Range | Range (or) |

Hours

Please enter hours as per term values

| Method | Min Hours | Max Hours | Min Faculty Load | Min Units |
|------------------|-----------|-----------|------------------|-----------|
| Lecture | 48.00 | 54.00 | 3.00 | 3.00 |
| Lab | 0.00 | 0.00 | 0.00 | 0.00 |
| TBA | 32.00 | 36.00 | 0.00 | 0.00 |
| Work Experience | 0.00 | 0.00 | 0.00 | 0.00 |
| Field Experience | 0.00 | 0.00 | 0.00 | 0.00 |
| Other | 0.00 | 0.00 | 0.00 | 0.00 |
| Homework | 64.00 | 72.00 | 0.00 | 0.00 |

Other Hours

Course Details

| | |
|------------------------------|---|
| Repeatable for Credit | No |
| Grading Methods | Grade Option (Letter Grade or Pass/No Pass) |
| Audit | Yes |

Materials Fee

| | |
|--------------------------|---|
| Fee Required? | Yes |
| Fee Amount | 6.00-6.00 |
| Fee Justification | Fees cover cost of paper and printer ink for printing course materials. |

Student Learning Outcomes

Upon successful completion of this course, a student will meet the following outcomes:

1. Convey a character's personality or mood through movement.
2. Convincingly convey a variety of weights in inanimate objects.
3. Produce character animation that demonstrates understanding of weight shifts, balance, and effective posing.

Course Objectives

Upon successful completion of this course, a student will be able to:

1. Create a personality walk.
2. Create a character run cycle.
3. Create a gait change walk across a set.
4. Show a change in mood over the duration of a shot.
5. Create a dialog shot with accurate, believable lip sync.
6. Create a character shot with believable weight shifts, balance, and character motivation.

Course Lecture Content

1. Generic bipedal walk cycles
 1. Weight shifts
 2. Height changes
 3. Contact position
 4. Passing position
 5. Hip and shoulder rotation
 6. Compensatory torso movement
2. Personality walk
 1. Conveying attitude/mood
 2. Speed
 3. Stride length
 4. Secondary motion(s)
3. Walk up/down an incline
 1. Weight shifts
 2. Angle changes
 3. Pace
4. Gait change
 1. Speed changes
 2. Body pose changes
 3. Anticipation/overshoot
 4. Acceleration/deceleration
5. Runs
 1. Weight shifts
 2. Pace
 3. Ground contact
 4. Hip/shoulder rotation
6. Jump across a gap
 1. Anticipation
 2. Weight shifts
 3. Line of action
 4. Squash/stretch
 5. Recovery/coming to rest
7. Weight lift
 1. Body position
 2. Effort/strain
 3. Base of support
 4. Center of gravity
8. Character performance
 1. Shot framing
 2. 180-degree rule
 3. Camera angle
 4. Camera location
 5. Directing the audience's attention
9. Monologue shot
 1. Reading an audio track
 2. Importing audio into 3D timeline
 3. Key poses
 4. Pop-thrus
 5. Breakdown poses
 6. Mouth positions
 7. Avoiding lip "chatter"
 8. Facial expressions
 9. Final polish

Course Lab Content

TBA Hours Content

- Character walk cycle
- Character personality walk cycle
- Walk up/down an incline
- Walk with a gait change
- Run cycle
- Jump across a gap
- Weight lift
- Performance shot, no dialog
- Performance shot with lipsynch

Frequently Recommended Preparation

Frequently Recommended

Justification for Frequently Recommended Preparation

Why is the knowledge of the recommended course(s), skill(s) or information necessary for students to succeed in the "target" course? Specify the relationship between the recommended knowledge and skills required of students and those taught in the "target course? (Please list the specific proficiencies students must possess in order to succeed in the "target" course.)

Other Recommended Preparation

| Edit/Delete | Requisites | Analysis |
|-------------|---|----------|
| | <p>Recommended Preparations Completion of MART 430 strongly recommended, Justification: Concepts taught in MART 680 build on those covered in MART 430. Students must have a solid understanding of the core principles of working in 3D animation in order to succeed at the more sophisticated performances MART 680 requires. or</p> | |
| | <p>Recommended Preparations approval of instructor via demo reel review. Justification: Many students now arrive on campus with some level of animation experience, either from high school, self study, or previous experience. While we prefer that they take both courses, if they have material that demonstrates proficiency in the skills taught in MART 430, they will have the knowledge necessary to be successful in this class.</p> | |

Prerequisites/Corequisites

You have no defined requisites.

Content Review

You have not defined content review.

Mode of Delivery

Modes of Delivery

Lecture
Lab

Representative Instructional Methods**Methods**

Lecture
Lab
Critique
Activity
Guest Speakers
Observation and Demonstration

Other Methods**Representative Assignments****Writing Assignments**

(List all assignments, including library assignments. Outside assignments are not required for lab-only courses, although they can be given.)

- Paper documenting the student's process in approaching and completing a shot (1 paper, 2-3 pages)

Reading Assignments

(List all assignments, including library assignments. Outside assignments are not required for lab-only courses, although they can be given.)

- One chapter per week, 10-12 pages per chapter

Other Outside Assignments

(List all assignments, including library assignments. Outside assignments are not required for lab-only courses, although they can be given.)

- None

To be Arranged Assignments

(List all assignments, including library assignments. Outside assignments are not required for lab-only courses, although they can be given.)

- Character walk cycle (3 hrs)
- Character personality walk cycle(2 hrs)
- Walk up/down an incline (4 hrs)
- Walk with a gait change (4 hrs)
- Run cycle (3 hrs)

- Jump across a gap (4 hrs)
- Weight lift (4 hrs)
- Performance shot, no dialog (6 hrs)
- Performance shot with lipsynch (6 hrs)

Representative Methods of Evaluation

This section defines the ways students will demonstrate that they have met the student learning outcomes.

Student grades will be based on multiple measures of student performance. Instructors will develop appropriate classroom assessment methods and procedures for calculating student grades, including the final semester grade. The following list displays typical assessment methods appropriate for this course. The actual assessment methods used in a particular classroom and section will be listed in the instructor's syllabus.

Methods must effectively evaluate critical thinking. Credit courses must include written communication, problem solving, and/or skills demonstrations.

Multiple measures may include, but are not limited to, the following:

Methods

- Class Participation
- Homework
- Lab Activities
- Portfolios
- Projects

Representative Texts

Textbooks such as the following are appropriate:

Formatting Style

APA

Textbooks

1. Naas, Paul. *How to Cheat in Maya 2017*, 1st ed. New York: CRC Press, 2018

Manuals

You have no manuals defined.

Periodicals

You have no periodicals defined.

Software

You have no software defined.

Other

You have no other defined.

Degree/Certificate Applicability

Designation

Degree Credit

Proposed For

AA/AS Degree

| | |
|--------------------------------|--|
| Course Designation Text | Are there degrees/certificates to which this course applies? None. |
|--------------------------------|--|

General Education/Degree/Transfer Course

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By Jose Pena

CSU Transfer Course

Transfers to CSU Approved

Resources Needed

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|--|--|
| Adequate Library Resources | Consultation with the Coordinator of Library Services regarding the adequacy of campus and online information resources to fulfill course objectives is required prior to course approval. Inadequate to support the course Please Specify: |
| Affected Resources | Which of the following resources do you expect to be affected by the offering of this class? Check as many as appropriate. None of the above |
| Explain what effect the areas you have checked will have upon this college: | |

Comparable Transfer Course Information

| | |
|--------------------------------------|---|
| Are there comparable courses? | Yes |
| Edit/Del | College Info |
| | CSU CSU Chico 2018/19 3-D Character Animation CAGD 441 Chico course covers much of the same content as proposed course: character performance and movement, facial expression, lip syc, staging, etc. |


Minimum Qualification

No Minimum Qualifications For this Course

CB Codes

| | |
|--|---|
| CB03 TOP Code | 0614.40 - Animation |
| CB04 Course Credit Status | D - Credit - Degree Applicable |
| CB05 Course Transfer Status | B = Transferable to CSU only |
| CB08 Course Basic Skill Status (PBS Status) | 2N = Course is not a basic skills course. |
| CB09 SAM | C - Occupational |

| | |
|---|------------------------------------|
| Code | |
| CB11 California Classification Codes | Y - Credit Course |
| CB21 Levels Below Transfer | Y = Not Applicable |
| CB23 Funding Agency Category | Y = Not Applicable |
| CB25 Course General Education Status | Y - Not Applicable |
| CB26 Course Support Course Status | N - Course is not a support course |

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Web Catalog Metadata