Modesto Junior College  
Course Outline of Record  
CMPGR 284

I. OVERVIEW
The following information will appear in the 2009-2010 catalog

CMPGR 284 Desktop Video Animation  
3 Units

Recommended for Success: Before enrolling in this course, students are strongly advised to be able to demonstrate basic computer skills such as creating and navigating folders and files.

Fundamental skills in animation and special effects concepts and techniques utilizing computers and digital video media.

Three maximum completions.
Field trips are not required. (A-F or P/NP - Student choice) Lecture /Lab
Transfer: (CSU) General Education: (MJC-GE: Activities)

II. LEARNING CONTEXT
Given the following learning context, the student who satisfactorily completes this course should be able to achieve the goals specified in Section III, Desired Learning:

A. COURSE CONTENT

1. Required Content:

   1. Software
      a. Overview of software packages
         i. Image-processing programs
         ii. Animation programs
         iii. Paint programs
      b. Installation, set-up and configuration
      c. Hardware requirements
      d. Basic menus, tools, and palettes
   2. Animation
      a. Types of animation
         i. Cel-animation – Disney style
         ii. Stop motion
         iii. Tweening
         iv. 3D generated movement
         v. Matte and composite
      b. Animation effects
         i. Multiplane effects
         ii. transform controls
         iii. keyframing
         iv. sound and sound synch
         v. velocity control
         vi. masks and mattes
         vii. compositing
   3. Design, storyboarding and computer scripting
   4. Image capture systems
      a. IBM and MAC capture features
      b. Hardware requirements and computer interface
         i. Camera
         ii. VCR, DVD, etc
      c. Camera and tripod issues
      d. Software comparisons
   5. Video output issues
6. Sound effects and music

Second and third completions of the course will enhance student skills by allowing them to repeat and expand on assigned project using current versions of industry-standard software. As software is periodically updated, major changes in functions, features and interface occur.

2. **Required Lab Content:**

1. Software
   a. Overview of software packages
      i. Image-processing programs
      ii. Animation programs
      iii. Paint programs
   b. Installation, set-up and configuration
   c. Hardware requirements
   d. Basic menus, tools, and palettes

2. Animation
   a. Types of animation
      i. Cel-animation – Disney style
      ii. Stop motion
      iii. Tweening
      iv. 3D generated movement
      v. Matte and composite
   b. Animation effects
      i. Multiplane effects
      ii. transform controls
      iii. keyframing
      iv. sound and sound synch
      v. velocity control
      vi. masks and mattes
      vii. compositing

3. Design, storyboarding and computer scripting

4. Image capture systems
   a. IBM and MAC capture features
   b. Hardware requirements and computer interface
      i. Camera
      ii. VCR, DVD, etc
      i i. Scanners
   c. Camera and tripod issues
   d. Software comparisons

5. Video output issues

6. Sound effects and music

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B. **ENROLLMENT RESTRICTIONS**

1. **Advisories**

   Before enrolling in this course, students are strongly advised to be able to demonstrate basic computer skills such as creating and navigating folders and files.

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C. **HOURS AND UNITS**

<table>
<thead>
<tr>
<th>INST METHOD</th>
<th>TERM HOURS</th>
<th>UNITS</th>
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<tr>
<td>Lect</td>
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</tr>
<tr>
<td>Lab</td>
<td>54</td>
<td>1.00</td>
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D. METHODS OF INSTRUCTION (TYPICAL)
Instructors of the course might conduct the course using the following method:

1. Lectures, discussion.
2. Computer demonstrations by instructor.
3. Hands-on assignments and projects.
4. Video presentations.

E. ASSIGNMENTS (TYPICAL)

1. EVIDENCE OF APPROPRIATE WORKLOAD FOR COURSE UNITS
Time spent on coursework in addition to hours of instruction (lecture hours)
   a. Study for periodic tests throughout the semester.
   b. Create practical final project.
   c. Study for written final exam.

2. EVIDENCE OF CRITICAL THINKING
Assignments require the appropriate level of critical thinking

   ASSIGNMENT: Establishing Shot. Mattes
   Create an establishing shot consisting of a live action clip with additional composited elements. The result should look convincingly realistic. An example would be to composite futuristic buildings into a shot of the MJC grounds and have a space ship fly through the scene.

   ASSIGNMENT: Keyframe Transforms
   Render a movie of a composition consisting of three solid layers. Each layer will contain a mask of a different shape and color. Each layer will have two Transform attributes animated in a smooth loop. The composition will be 320 x 240 pixels, 2 seconds duration at 30 frames per second. Each layer will keyframe the Position attribute and one other Transform attribute of your choice, such as Opacity, Scale, or Rotation. Create smooth loops with different shapes and colors. Use the Rectangle, Ellipse and Pen tools to make the three masks.

F. TEXTS AND OTHER READINGS (TYPICAL)


III. DESIRED LEARNING

A. COURSE GOAL
As a result of satisfactory completion of this course, the student should be prepared to:

create digital animations with sound and titling. The student will also be able to add post production special effects to video footage.

B. STUDENT LEARNING GOALS
Mastery of the following learning goals will enable the student to achieve the overall course goal.

1. Required Learning Goals
Upon satisfactory completion of this course, the student will be able to:
a. Identify digital animation terminology.

b. Demonstrate the basic types of animation techniques.

c. Employ the computer and related devices for the capture, enhancement, processing and generation of digital animation.

d. Design, storyboard, and script a presentation and/or animation sequence.

e. Analyze and identify specific animation techniques.

f. Demonstrate animation techniques appropriate to specific goals.

2. **Lab Learning Goals**

Upon satisfactory completion of the lab portion of this course, the student will be able to:

a. Demonstrate the basic types of animation techniques.

b. Design, storyboard, and script a presentation and/or animation sequence.

c. Demonstrate animation techniques appropriate to specific goals.

d. **SECOND COMPLETION:**

e. Demonstrate updated skills reflecting current industry standards as software tools, interface and functions evolve in new versions.

f. **THIRD COMPLETION:**

g. Demonstrate updated skills reflecting current industry standards as software tools, interface and functions evolve in new versions.

IV. **METHODS OF ASSESSMENT (TYPICAL)**

A. **FORMATIVE ASSESSMENT**

1. Weekly critiques of digital images and projects.

2. Periodic review of student's cumulative work.


4. Periodic tests throughout the semester.

B. **SUMMATIVE ASSESSMENT**

1. Practical Final Project

2. Written Final Exam