



**Section I, Important Dates and Endorsements Required**

**NOTE:** Course and Program changes must be submitted by the dates listed on the published Curriculum Committee Calendar. Exceptions to the published submission deadlines must receive prior approval from the Interim Provost for Academic Affairs' Office.

<b>Term in which approved action will take place</b>	Fall 2019
<b>Provide an explanation below for the requested exception to the effective date.</b>	
Type in the explanation for exception.	

<b>Any exceptions to the term start date requires the signatures of the Academic Dean and Interim Provost for Academic Affairs prior to submission to the Dropbox.</b>		
<b>Dean</b>	<b>Signature</b>	<b>Date</b>
Dr. Debbie Teed		10/9/18
<b>Interim Provost for Academic Affairs</b>	<b>Signature</b>	<b>Date</b>
Dr. Eileen DeLuca		

<b>Required Endorsements</b>	<b>Type in Name</b>	<b>Select Date</b>
<b>Department Chair or Program Coordinator/Director</b>	Dana Roes	10/9/2018
<b>Academic Dean or Interim Provost for Academic Affairs</b>	Type name here	Click here to enter a date.

<b>List all faculty endorsements below. (Note that proposals will be returned to the School or Division if faculty endorsements are not provided).</b>
Dana Roes

<b>Has the Libraries' Collection Manager been contacted about the new course and discussed potential impacts to the libraries' collections?</b>
Provide information here

**Section II, New Course Information (must complete all items)**

List course prerequisite(s) and minimum grade(s) (must include minimum grade if higher than a "D").	ART2600C Grade of C or better
Provide justification for the proposed prerequisite(s).	To move forward with Digital Art and Animation (ART2616C) students must first understand the programs and design basics that of Digital Art (ART2600C) offers.
Will students be taking any of the prerequisites listed for this course in different parts of the same term (ex. Term A and Term B)?	No
List course co-requisites.	none
Provide justification for the proposed co-requisite(s).	
Is any co-requisite for this course listed as a co-requisite on its paired course? (Ex. CHM 2032 is a co-requisite for CHM 2032L, and CHM 2032L is a co-requisite for CHM 2032)	No
Course credits or clock hours	3 credit
Contact hours (faculty load)	4 contact
Are the Contact hours different from the credit/lecture/lab hours?	
Select grade mode	Standard Grading (A, B, C, D, F)
Credit type	College Credit
Possible Delivery Types (Online, Blended, On Campus)	On Campus
<b>Course description (provide below)</b>	
ART2616C Digital Art and Animation AN INTRODUCTORY EXPLORATION OF THE ISSUES AND PRACTICES INVOLVED IN THE CREATION ANIMATION AND DIGITAL ART. THE COURSE FOCUSES ON AN INTERDISCIPLINARY APPROACH TO ELECTRONIC MEDIA. EMPHASIS IN THIS COURSE IS ON DEVELOPING TIME-BASED ARTWORKS STUDENTS WILL LEARN THE TECHNICAL AND CONCEPTUAL SKILLS NEEDED TO PRODUCE VIDEO, ANIMATION, AUDIO AND OTHER DIGITAL ARTS.	

**General topic outline (type in outline below)**

This is an introductory Video and Animation course that provides students with a working knowledge of Mac OS and relevant video and animation software tools. The class will introduce students to sophisticated ways of understanding the language of moving images, and encourage them to develop their own artistic voice through this medium. They will also gain increased understanding of the technical principles of analogue and digital video. Assignments build on one another technically so that by the end of the semester students are able to create technically and conceptually developed video and animation works of art. In conjunction with these studies students will expand their artistic skills and vision through an exploration of different means of presentation and contextualization of video. Students will be encouraged to synthesize the ideas presented in class with their individual artistic sensibilities, and then stretch and transform their creative boundaries to create work that is personal, expressive and conceptually challenging.

**Learning Outcomes:** For information purposes only.

#### **IV. Course Competencies, Learning Outcomes and Objectives**

##### **A. General Education Competencies and Course Outcomes**

###### **1. Integral *General Education Competency or competencies:* ANALYZE**

OBJECTIVES. THE GOAL OF THIS COURSE IS TO BUILD ON THE KNOWLEDGE THAT STUDENTS GAIN IN THE BEGINNING VIDEO, ANIMATION, AND DIGITAL ARTS COURSE,, WITH A GREATER FOCUS ON 2D COMPUTER-AIDED ANIMATION.

-THIS INCLUDES EXPLORATION OF THE HISTORY, THEORY, TECHNICAL, AND AESTHETIC ISSUES INVOLVED IN ANIMATION. THE COURSE EMPHASIZES THE CRAFT OF ARTICULATING MOTION AND CHANGE OVER TIME, SPECIFICALLY AS IT RELATES TO ANIMATION.

-IT FOCUSES ON A RANGE OF TOPICS INCLUDING STRATEGIES TO PLAN ANIMATION, INTERFACE CONCERNS, ANIMATION PRINCIPLES, TRANSITIONS, NARRATIVE, AND THE AESTHETICS OF MOTION. -

-THE INTENT IS NOT ONLY FOR STUDENTS TO BE ABLE TO EMULATE MOTION, BUT ALSO ANALYZE, EXAGGERATE, AND CONSTRUCT ACTIONS THAT BOTH MANAGE VIEWER ATTENTION AND ENHANCE MEANING.

-IN ADDITON, STUDENT WILL LEARN ABOUT OTHER ARTISTS AND DESIGNERS WHO EITHER USE ANIMATION AS A PART OF THEIR WORK OR ADDRESS CONCERNS RELATED TO ANIMATION.

. LEARNING OUTCOMES. AFTER SUCCESSFULLY COMPLETING THIS COURSE, STUDENTS WILL BE ABLE TO:

- 1) IDENTIFY AND EMPLOY FUNDAMENTAL ANIMATION PRINCIPLES;
- 2) PLAN ANIMATION THROUGH THE USE OF STORYBOARDS, EXPOSURE SHEETS, AND THUMBNAILS;
- 3) DYNAMICALLY COMPOSE ELEMENTS BOTH TEMPORALLY AND SPATIALLY;
- 4) EMULATE THE PHYSICS OF MOTION TO CREATE CONVINCING AND EXAGGERATED MOVEMENT;
- 5) IDENTIFY AND DISCUSS IMPORTANT ARTISTS AND DESIGNERS THAT USE ANIMATION;
- 6) IDENTIFY AND DISCUSS A BROAD RANGE OF ANIMATION TECHNIQUES;
- 7) DEVELOP AND EMPLOY EFFECTIVE WORKFLOWS FOR ANIMATION;
- 8) APPLY COMMON VISUAL TRANSITIONS;
- 9) COMPOSE ANIMATION WITH AUDIO.

MAJOR TOPICS. COURSE TOPICS INCLUDE: 1) ISSUES IN ANIMATION: ARTISTS, DESIGNERS, AND STUDIOS; 2) THE PRINCIPLES OF ANIMATION; 3) FRAMES, FRAME RATES, AND TIMING; 4) GRAPH EDITORS, INTERPOLATION, AND IN-BETWEENING; 5) PLANNING ANIMATION; 6) DYNAMIC SPATIAL AND TEMPORAL COMPOSITION; 7) CREATING VISUAL TRANSITIONS; 8) KEYFRAMING STRATEGIES AND WORKFLOWS; 9) CREATING VISUAL TRANSITIONS; 10) SYNCING ANIMATION WITH AUDIO AND RESPONDING VISUALLY TO SOUND.

###### **2. Supplemental *General Education Competency or competencies:***

**B. In accordance with Florida Statute 1007.25 concerning the state's general education core course requirements, this course meets the general education competencies for ....**

Part B would only be included in the course outlines of those courses are included in the FSW Catalog as a General Education Core Course. If this is not a core course, then outline letter C would become B.

**C. Other Course Objectives/Standards**

**Copy and Paste the SCNS Course Profile Description below ([http://scns.fldoe.org/scns/public/pb\\_index.jsp](http://scns.fldoe.org/scns/public/pb_index.jsp)).**

ART 2616C -COMPUTER ANIMATION  
A STUDY OF COMPUTER ANIMATION FOR THE CREATION OF ART. INCLUDES CEL, PROGRAMMED, AND 3-D ANIMATION TECHNIQUES.

<b>ICS code for this course</b>	ADVANCED AND PROFESSIONAL - 1.12.10 - FINE AND APPLIED ARTS
<b>Institutional Reporting Code</b>	11210 FINE AND APPLIED ARTS
<b>Degree Attributes</b>	AA - AA COURSE
<b>Degree Attributes (if needed)</b>	Choose an item.
<b>Degree Attributes (if needed)</b>	Choose an item.
<b>Degree Attributes (if needed)</b>	Choose an item.
<b>Should any major restriction(s) be listed on this course? If so, select "yes" and list the appropriate major restriction code(s) or select "no".</b>	No List applicable major restriction codes
<b>Is the course an "International or Diversity Focus" course?</b>	No, not International or Diversity Focus
<b>Is the course a General Education course?</b>	No
<b>Is the course a Writing Intensive course?</b>	No
<b>If Replacing a course, combining a Lecture/Lab or splitting a C course – Is there a course equivalency?</b>	no
<b>Is the course repeatable*?</b>  (A repeatable course may be taken more than one time for additional credits. For example, MUT 2641, a 3 credit hour course can be repeated 1 time and a student can earn a maximum of 6 credits). *Not the same as Multiple Attempts or Grade Forgiveness	No
<b>Do you expect to offer this course three times or less (experimental)?</b>	No

<b>Impact of Course Proposal</b>	
<b>Will this new course proposal impact other courses, programs, departments, or budgets?</b>	No
<b>If the answer to the question above is "yes", list the impact on other courses, programs, or budgets?</b>	List impacts here

**Have you discussed this proposal with anyone (from other departments, programs, or institutions) regarding the impact? Were any agreements made? Provide detail information below.**

Discussed with The Dean, Dr. Teed



**Section III, Justification for proposal**

**Provide justification (below) for this proposed curriculum action.** Offering the digital arts at FSW would be doing a great service to our student population. There is work force demand in the digital arts in South West Florida.