Program Information Report

Broadcast, Communication, Visual, Digital & Fine Arts

3D Animation Arts (APANID)
Associate in Applied Science Degree
Program Effective Term: Fall 2024

High Demand Occupation   High Skill Occupation   High Wage Occupation

The 3D Animation Arts program prepares students for entry-level positions in digital 3D modeling and animation for use in film, video, broadcast, video game design, visualization, advertising, print, and the web. Students will select a concentration in either Film and Broadcast or Game Art. They will develop ideas in the pre-production concept phase, execute them in the production phase, and polish them in the post-production phase to crease finished work. Through this process, students will develop critical industry skills such as storyboarding, modeling, texturing, lighting, rigging, animating, rendering, editing, sound engineering, and compositing. Ultimately, students will apply everything they have learned to create a demo reel that showcases their skills.

Articulation:
Eastern Michigan University, BS Degree

Copies can be obtained from the Counseling Office, a program advisor, or from the Curriculum and Assessment Office Web site:
https://www.wccnet.edu/learn/transfer-wcc-credits/articulation-agreements.php .

Applying for Admission to the Program:
Good computer skills and aptitude are required to enroll in computer-based courses. Courses are taught using Macintosh computers.

Minimum Concentration Credits Required for the Program: **60**
Select a concentration for requirements and total credits required for this program.

3D Animation Arts Concentrations

Animation for Film and Broadcast (ANIB)		(60 credits)
First Semester		**(16 credits)**
ANI 145	Concept Development for Animation	2
ANI 150	3D Modeling & Production Pipeline	4
ART 111	Basic Drawing I	4
COM 101	Fundamentals of Speaking	3
Elective	Math Elective(s)	3
Second Semester		**(15 credits)**
ANI 155	Textures and Studio Lighting for Animation	4
ANI 160	Fundamentals of Movement and Animation	4
ART 127	Life Drawing I	4
GDT 108	Photoshop Graphics	3
Third Semester		**(15 credits)**
ANI 230	Motion and Sound	2
ANI 250	Organic Modeling and Rigging	4
ENG 107 or	Technical Writing Fundamentals	
ENG 111	Composition I	3-4
Elective	Soc. Sci. Elective(s)	3
Elective	Arts/Human. Elective(s)	3
Fourth Semester		**(14 credits)**
ANI 235	Introduction to Compositing and Visual Effects	4
ANI 260	3D Animation III	4
VID 276	Video Graphics I	3
Elective	Nat. Sci. Elective(s)	3

Minimum Credits Required for the Concentration or Option: 60

Program Information Report

Animation for Game Art (ANIC)		(60 credits)

First Semester		(15 credits)
ANI 145	Concept Development for Animation	2
ANI 150	3D Modeling & Production Pipeline	4
ENG 107 or	Technical Writing Fundamentals	
ENG 111	Composition I	3-4
Elective	Math Elective(s)	3
Elective	Arts/Human. Elective(s)	3

Second Semester		(15 credits)
ANI 155	Textures and Studio Lighting for Animation	4
ANI 160	Fundamentals of Movement and Animation	4
ART 111	Basic Drawing I	4
GDT 108	Photoshop Graphics	3

Third Semester		(16 credits)
ANI 180	Introduction to Game Level Design	4
ANI 190	History of Game Design	3
ANI 230	Motion and Sound	2
ANI 250	Organic Modeling and Rigging	4
COM 101	Fundamentals of Speaking	3

Fourth Semester		(14 credits)
ANI 240	Advanced Game Level Design	4
ANI 260	3D Animation III	4
Elective	Nat. Sci. Elective(s)	3
Elective	Soc. Sci. Elective(s)	3

Minimum Credits Required for the Concentration or Option: 60

Minimum Credits Required for the Program: **60**

WASHTENAW COMMUNITY COLLEGE

PROGRAM CHANGE FORM

Program Code: APANID	Current Program Name: 3D Animation Arts	Effective Term: Fall 2024
Division Code: BCT	Department: Digital Media Arts	

Directions:

1. Attach the current program listing from the WCC catalog or website and indicate any changes to be made. 2. Draw lines through any text that should be deleted and write in additions. Extensive narrative changes can be included on a separate sheet.

3. Check the boxes below for each type of change being proposed. Changes to courses, discontinuing a course, or adding new courses as part of the proposed program change, must be approved separately using CurricUNET, but should be submitted at the same time as the program change form.

4. If changes affect the program assessment plan or if program outcomes are updated, please submit a Program Assessment Plan Change form. These changes must be approved separately from the program change form and should be submitted at the same time. Current program assessment plans can be found on the Curriculum and Assessment Program Information page.

Requested Changes:

- ☐ Remove course(s): _
- ☐ Add course(s): _____
- ☐ Program title (new title is _____)
- ☐ Description
- ☐ Advisors
- ☐ Program admission requirements
- ☐ Continuing eligibility requirements

- ☐ Program outcomes (may also result from
- ☐ removing or adding a course)*
- ☐ Program assessment plan*
- ☐ Accreditation information
- ☑ Other

Note: A change to the Award Type requires the submission of a new program proposal form and a separate

program inactivation form. Contact the Director of Curriculum & Assessment for more information.

==Show all changes on the catalog page you attach.==

* Please submit a Program Assessment Plan Change form.

Rationale for proposed changes:

Current listing for writing electives, math electives and natural science electives are being changed to reflect a range of credits. Example: Writing Elective – 3-4, Math Elective 3-4, Natural Science Elective 3-5. Division is updating all degrees and certificates to align and have the same arts and sciences credit hours listed.

Financial/staffing/equipment/space implications:
None

List departments that have been consulted regarding their use of this program.
Digital Media Arts

Signatures:

Reviewer	Print Name	Signature	Date
Initiator	Kevin Bindschadler	*signature*	10-12-23
Department Chair	Kevin Bindschadler	*signature*	10-18-23
Division Dean/Administrator	Erin Samulski	*signature*	10-12-23

Reviewer	Print Name	Signature	Date

WASHTENAW COMMUNITY COLLEGE

PROGRAM CHANGE FORM

Curriculum Committee Chair			
Assessment Committee Chair			
Vice President for Instruction			

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Reviewed by C&A Committees 11/9/23

Program layout updated due to course resequencing. Change made to facilitate data migration for new Course Leaf software. Per 2/1/24 C&A committees' meeting, resequencing with minimal effect to credit hours/per semester does not require C&A Committee review.

School of Digital Media Arts

Creativity abounds in the School of Digital Media Arts which encompasses the disciplines of animation, graphic design, web design and development, photography and digital video. The programs in Digital Media Arts introduce students to foundational skills in these disciplines and prepare them for creative jobs.

Washtenaw Community College offers programs at several levels for students who want to begin new careers, or advance in their existing careers. The first level is the certificate, which can vary from nine to thirty-six credits, depending on the field. Certificates generally prepare students for entry-level jobs.

The next level, an Associate Degree, is available for some programs. Credit hours from the certificate can be applied to the credit hours needed for the Associate Degree.

3D Animation

Learn the basics of three-dimensional animation used in videos, games and on the Web. This degree will help prepare you for an entry-level position in digital modeling and animation.

3D Animation Arts (APANID)
Associate in Applied Science Degree
Program Effective Term: Fall 2018

High Demand Occupation   High Skill Occupation   High Wage Occupation

The 3D Animation Arts program prepares students for entry-level positions in digital 3D modeling and animation for use in film, video, broadcast, video game design, visualization, advertising, print, and the web. Students will select a concentration in either Film and Broadcast or Game Art. They will develop ideas in the pre-production concept phase, execute them in the production phase, and polish them in the post-production phase to crease finished work. Through this process, students will develop critical industry skills such as storyboarding, modeling, texturing, lighting, rigging, animating, rendering, editing, sound engineering, and compositing. Ultimately, students will apply everything they have learned to create a demo reel that showcases their skills.

Articulation:
Eastern Michigan University, BS Degree

Copies can be obtained from the Counseling Office, a program advisor, or from the Curriculum and Assessment Office Web site: http://www.wccnet.edu/curriculum/articulation/levelone/colleges/.

Applying for Admission to the Program:
Good computer skills and aptitude are required to enroll in computer-based courses. Courses are taught using Macintosh computers.

Minimum Concentration Credits Required for the Program: **60**
Select a concentration for requirements and total credits required for this program.

3D Animation Arts Concentrations

Animation for Film and Broadcast (ANIB)		(60 credits)
First Semester		**(16 credits)**
ANI 145	Concept Development for Animation	2
ANI 150	3D Animation I: Modeling	4
ART 111	Basic Drawing I	4
COM 101	Fundamentals of Speaking	3
	Math Elective(s)	3
Second Semester		**(15 credits)**
ANI 155	Textures and Studio Lighting for Animation	4
ANI 160	Fundamentals of Movement and Animation	4
ART 127	Life Drawing I	4
GDT 108	Photoshop Graphics	3
Third Semester		**(7 credits)**
ANI 235	Introduction to Compositing and Visual Effects	4
	Arts/Human. Elective(s)	3
Fourth Semester		**(12 credits)**
ANI 230	Motion and Sound	2
ANI 250	Organic Modeling and Rigging	4
ENG 107 or	Technical Writing Fundamentals	

| ENG 111 | Composition I | 3 |
| | Nat. Sci. Elective(s) | 3 |

Fifth Semester		**(10 credits)**
ANI 260	3D Animation III	4
VID 276	Video Graphics I	3
	Soc. Sci. Elective(s)	3

Minimum Credits Required for the Concentration or Option: 60

Animation for Game Art (ANIC)		**(60 credits)**

First Semester		**(16 credits)**
ANI 145	Concept Development for Animation	2
ANI 150	3D Animation I: Modeling	4
ART 111	Basic Drawing I	4
COM 101	Fundamentals of Speaking	3
	Math Elective(s)	3

Second Semester		**(14 credits)**
ANI 155	Textures and Studio Lighting for Animation	4
ANI 160	Fundamentals of Movement and Animation	4
ANI 190	History of Game Design	3
GDT 108	Photoshop Graphics	3

Third Semester		**(7 credits)**
ANI 180	Introduction to Game Level Design	4
	Arts/Human. Elective(s)	3

Fourth Semester		**(12 credits)**
ANI 230	Motion and Sound	2
ANI 250	Organic Modeling and Rigging	4
ENG 107 or	Technical Writing Fundamentals	
ENG 111	Composition I	3
	Nat. Sci. Elective(s)	3

Fifth Semester		**(11 credits)**
ANI 240	Advanced Game Level Design	4
ANI 260	3D Animation III	4
	Soc. Sci. Elective(s)	3

Minimum Credits Required for the Concentration or Option: 60

Minimum Credits Required for the Program: **60**

PROGRAM CHANGE OR DISCONTINUATION FORM

Program Code: ~~APANIM~~ ADANID   Program Name: ~~3D Animation~~ 3D Animation Arts   **Effective Term: Fall 2018**

Division Code: BCT   Department: DMAD

Directions:

1. Attach the current program listing from the WCC catalog or Web site and indicate any changes to be made.
2. Draw lines through any text that should be deleted and write in additions. Extensive narrative changes can be included on a separate sheet.
3. Check the boxes below for each type of change being proposed. Changes to courses, discontinuing a course, or adding new courses as part of the proposed program change, must be approved separately using a Master Syllabus form, but should be submitted at the same time as the program change form.

Requested Changes:

- [ ] Review
- [x] Remove course(s): ___Computer and Information Literacy___
- [x] Add course(s): ___ANI 180, ANI 190, ANI 240___
- [x] Program title (title was _3D Animation_
- [x] Description
- [ ] Type of award
- [ ] Advisors
- [ ] Articulation information

- [ ] Program admission requirements
- [ ] Continuing eligibility requirements
- [ ] Program outcomes
- [ ] Accreditation information
- [ ] Discontinuation (attach program discontinuation plan that includes transition of students and timetable for phasing out courses)
- [x] Other _Create concentrations for two advanced certificate_

Show all changes on the <u>attached page from the catalog</u>.

Rationale for proposed changes or discontinuation:

New advanced certificates are being created. Therefore, two concentrations are being created within the associate degree program, Film and Broadcast Animation and Game Art,

Financial/staffing/equipment/space implications:

None

List departments that have been consulted regarding their use of this program.

None

Signatures:

Reviewer	Print Name	Signature	Date
Initiator	Randy Van Wagnen		11/9/17
Department Chair	Ingrid Ankerson		11/9/17
Division Dean/Administrator	Eva Samulski		11-9-17
Vice President for Instruction	Kimberly Hurns		11-27-17

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Please submit completed form to the Office of Curriculum and Assessment (SC 257).

ACADEMICS

3D Animation (APANIM) _Arts_ _ANID_

Associate in Applied Science Degree

Description

The Digital Animation program prepares students for entry-level positions in digital 3D modeling and animation for use in video, CD-ROM and DVD presentations, broadcast graphics, video game design, kiosks, print (still views), and the Web. Emphasis is on visual perception of 3D form and shape, volume/weight, surface mapping and lighting, basic 3D animation and motion graphic composition for video and internet ready applications.

SEE ATTACHED

Articulation

Eastern Michigan University, BS degree.

Copies can be obtained from the Counseling Office, a program advisor, or from the Curriculum and Assessment Office Web site: www.wccnet.edu/curriculum/articulation/levelone/colleges/.

Admissions Requirements

Good computer skills and aptitude are required to enroll in computer-based courses. Courses are taught using Macintosh computers.

Contact Information

Division: Business/Computer Technologies
Department: Digital Media Arts Dept
Advisors: Randy Van Wagnen

Requirements

(Items marked in orange are available online.)

First Semester _Animation for Film and Broadcast Concentration_ ANIB

Class	Title	Credits
Elective(s)	Math	3 - 4
ANI 145	Concept Development for Animation	2
ANI 150	3D Animation I: Modeling	4
ART 111	Basic Drawing I	4
COM 101	Fundamentals of Speaking	3
Total		16 - 17

Second Semester

Class	Title	Credits
ANI 155	Textures and Studio Lighting for Animation	4
ANI 160	Fundamentals of Movement and Animation	4
ART 127	Life Drawing I	4
GDT 108	Photoshop Graphics	3
Total		15

Third Semester

Class	Title	Credits
~~Elective(s)~~	~~Computer and Information Literacy~~	~~3~~
Elective(s)	Arts and Humanities	3 -5
ANI 235	Introduction to Compositing and Visual Effects	4
Total		10 7

Fourth Semester

Class	Title	Credits
Elective(s)	Natural Sciences	3 - 4

Class	Title		Credits
ANI 230	Motion and Sound		2
ANI 250	3D Animation II		4
ENG 107	or	Technical Writing I	
ENG 111	Composition I		3 - 4
Total			**12 - 14**

Fifth Semester

Class	Title	Credits
Elective(s)	Social and Behavioral Science	3
ANI 260	3D Animation III	4
VID 276	Video Graphics I	3
Total		**10**

Total Credits Required: ~~63 - 66~~ 60-63

ACADEMICS

3D Animation, _Arts_ (APANIM) D

Associate in Applied Science Degree

2015 - 2016   2016 - 2017   2017 - 2018

Description

The Digital Animation program prepares students for entry-level positions in digital 3D modeling and animation for use in video, CD-ROM and DVD presentations, broadcast graphics, video game design, kiosks, print (still views), and the Web. Emphasis is on visual perception of 3D form and shape, volume/weight, surface mapping and lighting, basic 3D animation and motion graphic composition for video and internet-ready applications.

see attached

Articulation

Eastern Michigan University, BS degree.

Copies can be obtained from the Counseling Office, a program advisor, or from the Curriculum and Assessment Office Web site: www.wccnet.edu/curriculum/articulation/levelone/colleges/.

Admissions Requirements

Good computer skills and aptitude are required to enroll in computer-based courses. Courses are taught using Macintosh computers.

Contact Information

Division: Business/Computer Technologies
Department: Digital Media Arts Dept
Advisors: Randy Van Wagnen

Requirements
(Items marked in orange are available online.)

Animation for GAME Art Concentration ANIC

First Semester

Class	Title	Credits
Elective(s)	Math	3 - 4
ANI 145	Concept Development for Animation	2
ANI 150	3D Animation I: Modeling	4
ART 111	Basic Drawing I	4
COM 101	Fundamentals of Speaking	3
Total		**16 - 17**

Second Semester

Class	Title	Credits
ANI 155	Textures and Studio Lighting for Animation	4
ANI 160	Fundamentals of Movement and Animation	4
ART 127	Life Drawing I	
GDT 108	Photoshop Graphics	3
Total		14

ANI 190 History of Game Design 3

Third Semester

Class	Title	Credits
Elective(s)	Computer and Information Literacy	3
Elective(s)	Arts and Humanities	3 -5
ANI 235	Introduction to Compositing and Visual Effects	
Total		7 10

ANI 180 Intro to Game Level Design 4

Fourth Semester

Class	Title	Credits
Elective(s)	Natural Sciences	3 - 4

ANI 230		Motion and Sound	2
ANI 250		3D Animation II	4
ENG 107	or	Technical Writing I	
ENG 111		Composition I	3 - 4
Total			**12 - 14**

Fifth Semester

Class	Title	Credits
Elective(s)	Social and Behavioral Science	3
ANI 260	3D Animation III	4
~~VID 276~~	~~Video Graphics I~~	~~3~~
Total		~~10~~ 11

Total Credits Required: ~~63 - 66~~ 60-63

ANI 240 Advanced Game Level Design 4

The 3D Arts program prepares students for entry-level positions in digital 3D modeling and animation for use in film, video, broadcast, video game design, visualization, advertising, print, and the web. Students will select a concentration in either "Film and Broadcast" or "Game Art". They will develop ideas in the pre-production concept phase, execute them in production phase, and polish them in the post-production phase to create finished work. Through this process, students will develop critical industry skills such as storyboarding, modeling, texturing, lighting, rigging, animating, rendering, editing, sound engineering, and compositing. Ultimately, students will apply everything they have learned to create a demo reel that showcases their skills.

Program Information Report

School of Digital Media Arts

Creativity abounds in the School of Digital Media Arts which encompasses the disciplines of animation, graphic design, web design and development, photography and digital video. The programs in Digital Media Arts introduce students to foundational skills in these disciplines and prepare them for creative jobs.

Washtenaw Community College offers programs at several levels for students who want to begin new careers, or advance in their existing careers. The first level is the certificate, which can vary from nine to thirty-six credits, depending on the field. Certificates generally prepare students for entry-level jobs.

The next level, an Associate Degree, is available for some programs. Credit hours from the certificate can be applied to the credit hours needed for the Associate Degree.

3D Animation

Learn the basics of three-dimensional animation used in videos, games and on the Web. This degree will help prepare you for an entry-level position in digital modeling and animation.

3D Animation (APANIM)
Associate in Applied Science Degree
Program Effective Term: **Fall 2017**

High Demand Occupation   High Skill Occupation   High Wage Occupation

The Digital Animation program prepares students for entry-level positions in digital 3D modeling and animation for use in video, CD-ROM and DVD presentations, broadcast graphics, video game design, kiosks, print (still views), and the Web. Emphasis is on visual perception of 3D form and shape, volume/weight, surface mapping and lighting, basic 3D animation and motion graphic composition for video and internet ready applications.

Articulation:
Eastern Michigan University, BS degree.

Copies can be obtained from the Counseling Office, a program advisor, or from the Curriculum and Assessment Office Web site: www.wccnet.edu/departments/curriculum/articulation.php?levelone=colleges.

Program Admission Requirements:
Good computer skills and aptitude are required to enroll in computer-based courses. Courses are taught using Macintosh computers.

First Semester		(16 credits)
ANI 145	Concept Development for Animation	2
ANI 150	3D Animation I: Modeling	4
ART 111	Basic Drawing I	4
COM 101	Fundamentals of Speaking	3
	Math Elective(s)	3-4

Second Semester		(15 credits)
ANI 155	Textures and Studio Lighting for Animation	4
ANI 160	Fundamentals of Movement and Animation	4
ART 127	Life Drawing I	4
GDT 108	Photoshop Graphics	3

Third Semester		(10 credits)
ANI 235	Introduction to Compositing and Visual Effects	4
	Computer Lit. Elective(s)	3
	Arts/Human. Elective(s)	3

Fourth Semester		(12 credits)
ANI 230	Motion and Sound	2
ANI 250	3D Animation II	4
ENG 107 or	Technical Writing I	
ENG 111	Composition I	3-4
	Nat. Sci. Elective(s)	3-4

Fifth Semester		(10 credits)
ANI 260	3D Animation III	4

| VID 276 | Video Graphics I | 3 |
| | Soc. Sci. Elective(s) | 3 |

Minimum Credits Required for the Program: **63**

PROGRAM CHANGE OR DISCONTINUATION FORM

Program Code: ~~XXX~~ APANIM   Program Name: 3D Animation

Effective Term: Fall 2017

Division Code: BCT   **Department:** Digital Media Arts

Directions:

1. Attach the current program listing from the WCC catalog or Web site and indicate any changes to be made.

2. Draw lines through any text that should be deleted and write in additions. Extensive narrative changes can be included on a separate sheet.

3. Check the boxes below for each type of change being proposed. Changes to courses, discontinuing a course, or adding new courses as part of the proposed program change, must be approved separately using a Master Syllabus form, but should be submitted at the same time as the program change form.

Requested Changes:

☐ Review
☐ Remove course(s): _____
☐ Add course(s): _____
☐ Program title (title was _____)
☐ Description
☐ Type of award
☐ Advisors
☐ Articulation information

☒ Program admission requirements
☐ Continuing eligibility requirements
☐ Program outcomes
☐ Accreditation information
☐ Discontinuation (attach program discontinuation plan that includes transition of students and timetable for phasing out courses)
☐ Other_____

Show all changes on the attached page from the catalog.

Rationale for proposed changes or discontinuation:

GDT 105 is listed as a condition of admission. The graphic design department has inactivated this course and the admissions requirements need to be updated.

Financial/staffing/equipment/space implications:

None

List departments that have been consulted regarding their use of this program.

None

Signatures:

Reviewer	Print Name	Signature	Date
Initiator	Randy Van Wagnen		8-2-16
Department Chair	Ingrid Akerson		8/9/16
Division Dean/Administrator	Kimberly Hurns		8/11/2016
Vice President for Instruction			9/19/2016

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Please submit completed form to the Office of Curriculum and Assessment (SC 257).

3D Animation (APANIM) Associate in Applied Science Degree

Description
The Digital Animation program prepares students for entry-level positions in digital 3D modeling and animation for use in video, CD-ROM and DVD presentations, broadcast graphics, video game design, kiosks, print (still views), and the Web. Emphasis is on visual perception of 3D form and shape, volume/weight, surface mapping and lighting, basic 3D animation and motion graphic composition for video and internet ready applications.

Articulation
Eastern Michigan University, BS degree.

Admissions Requirements
High school Macintosh-based course, or GDT 105 with a "C" or better, or instructor permission.

Good computer skills and aptitude are required to enroll in XXX computer-based courses. Courses are taught using Macintosh computers.

Contact Information
Division
    Business/Computer Technologies
Department
    Digital Media Arts Dept
Advisors
    Randy Van Wagnen

Requirements

First Semester

Class	Title	Credits
Elective(s)	Math	3 - 4
ANI 145	Concept Development for Animation	2
ANI 150	3D Animation I: Modeling	4
ART 111	Basic Drawing I	4
COM 101	Fundamentals of Speaking	3
Total		16 - 17

Second Semester

Class	Title	Credits
ANI 155	Textures and Studio Lighting for Animation	4
ANI 160	Fundamentals of Movement and Animation	4
ART 127	Life Drawing I	4
GDT 108	Photoshop Graphics	3
Total		15

Third Semester

Class	Title	Credits
Elective(s)	Computer and Information Literacy	3

Class	Title	Credits
Elective(s)	Arts and Humanities	3
ANI 235	Introduction to Compositing and Visual Effects	4
Total		10

Fourth Semester

Class	Title	Credits
Elective(s)	Natural Sciences	3 - 4
ANI 230	Motion and Sound	2
ANI 250	3D Animation II	4
ENG 107	or Technical Writing I	
ENG 111	Composition I	3 - 4
Total		12 - 14

Fifth Semester

Class	Title	Credits
Elective(s)	Social and Behavioral Science	3
ANI 260	3D Animation III	4
VID 276	Video Graphics I	3
Total		10
Total Credits Required		63 - 66

Program Information Report

School of Digital Media Arts

Creativity abounds in the School of Digital Media Arts which encompasses the disciplines of animation, graphic design, internet professional, photography and digital video. The programs in Digital Media Arts introduce students to foundational skills in these disciplines and prepare them for creative jobs.

Washtenaw Community College offers programs at several levels for students who want to begin new careers, or advance in their existing careers. The first level is the certificate, which can vary from nine to thirty-six credits, depending on the field. Certificates generally prepare students for entry-level jobs.

The next level, an Associate Degree, is available for some programs. Credit hours from the certificate can be applied to the credit hours needed for the Associate Degree.

3D Animation

Learn the basics of three-dimensional animation used in videos, games and on the Web. This degree will prepare you for an entry-level position in digital modeling and animation.

3D Animation (APANIM)
Associate in Applied Science Degree
Program Effective Term: Fall 2014

High Demand Occupation   High Skill Occupation   High Wage Occupation

The Digital Animation program prepares students for entry-level positions in digital 3D modeling and animation for use in video, CD-ROM and DVD presentations, broadcast graphics, video game design, kiosks, print (still views), and the Web. Emphasis is on visual perception of 3D form and shape, volume/weight, surface mapping and lighting, basic 3D animation and motion graphic composition for video and internet ready applications.

Articulation:
Eastern Michigan University, BS degree.

Copies can be obtained from the Counseling Office, a program advisor, or from the Curriculum and Assessment Office Web site: www.wccnet.edu/departments/curriculum/articulation.php?levelone=colleges.

Program Admission Requirements:
High school Macintosh-based course, or GDT 105 with a "C" or better, or instructor permission.

First Semester		(16 credits)
ANI 145	Concept Development for Animation	2
ANI 150	3D Animation I: Modeling	4
ART 111	Basic Drawing I	4
COM 101	Fundamentals of Speaking	3
	Math Elective(s)	3-4

Second Semester		(15 credits)
ANI 155	Textures and Studio Lighting for Animation	4
ANI 160	Fundamentals of Movement and Animation	4
ART 127	Life Drawing I	4
GDT 108	Photoshop Graphics	3

Third Semester		(10 credits)
ANI 235	Introduction to Compositing and Visual Effects	4
	Computer Lit. Elective(s)	3
	Arts/Human. Elective(s)	3

Fourth Semester		(12 credits)
ANI 230	Motion and Sound	2
ANI 250	3D Animation II	4
ENG 107 or	Technical Writing I	
ENG 111	Composition I	3-4
	Nat. Sci. Elective(s)	3-4

PROGRAM CHANGE OR DISCONTINUATION FORM

Program Code: APANIM   **Program Name:** 3D Animation   **Effective Term:** WI 2014

Division Code: BCT   **Department:** Digital Media Arts

Directions:

1. Attach the current program listing from the WCC catalog or Web site and indicate any changes to be made.

2. Draw lines through any text that should be deleted and write in additions. Extensive narrative changes can be included on a separate sheet.

3. Check the boxes below for each type of change being proposed. Changes to courses, discontinuing a course, or adding new courses as part of the proposed program change, must be approved separately using a Master Syllabus form, but should be submitted at the same time as the program change form.

Requested Changes:

- [ ] Review
- [x] Remove course(s): GDT 106
- [x] Add course(s): ANI 235
- [ ] Program title (title was _____)
- [ ] Description
- [ ] Type of award
- [ ] Advisors
- [ ] Articulation information

- [ ] Program admission requirements
- [ ] Continuing eligibility requirements
- [ ] Program outcomes
- [ ] Accreditation information
- [ ] Discontinuation (attach program discontinuation plan that includes transition of students and timetable for phasing out courses)
- [ ] Other _____

Show all changes on the <u>attached page from the catalog</u>.

Rationale for proposed changes or discontinuation:

GDT 106 is no longer appropriate. ANI 235 is designed to replace it.

Financial/staffing/equipment/space implications:

None

List departments that have been consulted regarding their use of this program.

GDT

Signatures:

Reviewer	Print Name	Signature	Date
Initiator	Randy VanWagnen	*Rw*	9-17-13
Department Chair	Kristine Willimann	*Kristine Willimann*	9/17/13
Division Dean/Administrator	Rosemary Wilson	*Rosemary Wilson*	9/20/13
Vice President for Instruction	William Abernethy	*signature*	10/11/13

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Please submit completed form to the Office of Curriculum and Assessment.

logged 9/24/13 SJV

ACADEMICS

3D Animation (APANIM)

Associate in Applied Science Degree   2011 - 2012   2012 - 2013   2013 - 2014

Description

The Digital Animation program prepares students for entry-level positions in digital 3D modeling and animation for use in video, CD-ROM and DVD presentations, broadcast graphics, video game design, kiosks, print (still views), and the Web. Emphasis is on visual perception of 3D form and shape, volume/weight, surface mapping and lighting, basic 3D animation and motion graphic composition for video and internet ready applications.

Articulation

Eastern Michigan University, BS degree.

Copies can be obtained from the Counseling Office, a program advisor, or from the Curriculum and Assessment Office Web site: www.wccnet.edu/departments/curriculum/articulation.php?levelone=colleges.

Admissions Requirements

High school Macintosh-based course, or GDT 105 with a "C" or better, or instructor permission.

Contact Information

Division:	Business/Computer Technologies
Department:	Digital Media Arts Dept
Advisors:	Randy Van Wagnen

Requirements

First Semester

Class	Title	Credits
Elective(s)	Math	3 - 4
ANI 145	Concept Development for Animation	2
ANI 150	3D Animation I: Modeling	4
ART 111	Basic Drawing I	4
COM 101	Fundamentals of Speaking	3
Total		16 - 17

Second Semester

Class	Title	Credits
ANI 155	Textures and Studio Lighting for Animation	4
ANI 160	Fundamentals of Movement and Animation	4
ART 127	Life Drawing I	4
GDT 108	Photoshop Graphics	3
Total		15

Third Semester

Class	Title	Credits
Elective(s)	Computer and Information Literacy	3
Elective(s)	Arts and Humanities	3
~~GDT 106~~	~~Illustrator Graphics~~	~~3~~
Total		~~8~~ 10

[handwritten: Add: ANI 235 Intro to Compositing and Visual Effects (4)]

Fourth Semester

Class	Title	Credits
Elective(s)	Natural Sciences	3 - 4
ANI 230	Motion and Sound	2

ANI 250		3D Animation II	4
ENG 107	or	Technical Writing I	
ENG 111		Composition I	3 - 4
Total			12 - 14

Fifth Semester

Class	Title	Credits
Elective(s)	Social and Behavioral Science	3
ANI 260	3D Animation III	4
VID 276	Video Graphics I	3
Total		10

	Total Credits Required:	62 - 65

PROGRAM CHANGE OR DISCONTINUATION FORM

Program Code: APANIM

Program Name: 3D Animation

Effective Term: Fall 2012

Division Code: BCT

Department: Digital Media Arts

Directions:

1. Attach the current program listing from the WCC catalog or Web site and indicate any changes to be made.

2. Draw lines through any text that should be deleted and write in additions. Extensive narrative changes can be included on a separate sheet.

3. Check the boxes below for each type of change being proposed. Changes to courses, discontinuing a course, or adding new courses as part of the proposed program change, must be approved separately using a Master Syllabus form, but should be submitted at the same time as the program change form.

Requested Changes:

- ☐ Review
- ☒ Remove course(s): ___VID 280___
- ☒ Add course(s): ___GDT 139___
- ☐ Program title (title was _____)
- ☐ Description
- ☐ Type of award
- ☐ Advisors
- ☐ Articulation information

- ☐ Program admission requirements
- ☐ Continuing eligibility requirements
- ☐ Program outcomes
- ☐ Accreditation information
- ☐ Discontinuation (attach program discontinuation plan that includes transition of students and timetable for phasing out courses)
- ☐ Other _____

Show all changes on the attached page from the catalog.

Rationale for proposed changes or discontinuation:

- VID 280 is being discontinued
- GDT 139 is a prerequisite for INP 176, which is a required course for the degree.

Financial/staffing/equipment/space implications:

None

List departments that have been consulted regarding their use of this program.

Digital Media Arts Faculty

Signatures:

Reviewer	Print Name	Signature	Date
Initiator	Randy Van Wagnen	RV	Nov. 23, 2011
Department Chair	Jennifer Baker		11/29/11
Division Dean/Administrator	Rosemary Wilson	Rosemary Wilson	1/30/11
Vice President for Instruction		Stuart Blacklaw	1/23/12
President			

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Please submit completed form to the Office of Curriculum and Assessment and email an electronic copy to sjohn@wccnet.edu for posting on the website.

done fall 2012
logged 12/2/11 sj

Program Information Report

School of Digital Media Arts

Creativity abounds in the School of Digital Media Arts which encompasses the disciplines of animation, graphic design, internet professional, photography and digital video. The programs in Digital Media Arts introduce students to foundational skills in these disciplines and prepare them for creative jobs.

Washtenaw Community College offers programs at several levels for students who want to begin new careers, or advance in their existing careers. The first level is the certificate, which can vary from nine to thirty-six credits, depending on the field. Certificates generally prepare students for entry-level jobs.

The next level, an Associate Degree, is available for some programs. Credit hours from the certificate can be applied to the credit hours needed for the Associate Degree.

3D Animation

Learn the basics of three-dimensional animation used in videos, games and on the Web. This degree will prepare you for an entry-level position in digital modeling and animation.

3D Animation (APANIM)
Associate in Applied Science Degree
Program Effective Term: Fall 2012

The Digital Animation program prepares students for entry-level positions in digital 3D modeling and animation for use in video, CD-ROM and DVD presentations, broadcast graphics, video game design, kiosks, print (still views), and the Web. Emphasis is on visual perception of 3D form and shape, volume/weight, surface mapping and lighting, basic 3D animation and motion graphic composition for video and internet ready applications.

Program Admission Requirements:
High school Macintosh-based course, or GDT 105 with a "C" or better, or instructor permission.

General Education Requirements		(21 Credits)
ENG 107 or	Technical Writing I	
ENG 111	Composition I	3-4
COM 101	Fundamentals of Speaking	3
Math	Elective(s)	3-4
Nat. Sci.	Elective(s)	3-4
Soc. Sci.	Elective(s)	3
Arts/Human.	Elective(s)	3
Computer Lit.	Elective(s)	3

Major/Area Requirements		(46 Credits)
ANI 145	Concept Development for Animation	2
ANI 150	3D Animation I: Modeling	4
ANI 155	Textures and Studio Lighting for Animation	4
ANI 160	Fundamentals of Movement and Animation	4
ANI 230	Motion and Sound	2
ANI 250	3D Animation II	4
ANI 260	3D Animation III	4
ART 111	Basic Drawing I	4
ART 127	Life Drawing I	4
GDT 139	Illustrator Graphics	4
GDT 140	Photoshop Graphics	4
INP 176	Web Animation I	3
VID 276	Advanced Video Graphics I	3

Minimum Credits Required for the Program: **67**

PROGRAM CHANGE OR DISCONTINUATION FORM

Program Code: ANIM Program Name: 3 D Animation

Division Code: Department: Digital Media Arts

Effective Term:
Fall 2011

Directions:

1. Attach the current program listing from the WCC catalog or Web site and indicate any changes to be made.
2. Draw lines through any text that should be deleted and write in additions. Extensive narrative changes can be included on a separate sheet.
3. Check the boxes below for each type of change being proposed. Changes to courses, discontinuing a course, or adding new courses as part of the proposed program change, must be approved separately using a Master Syllabus form, but should be submitted at the same time as the program change form.

Requested Changes:

☐ Review
☒ Remove course(s):
_____ MTH 157 _____
☐ Add course(s): _____
☐ Program title (title was ___)
☐ Description
☐ Type of award
☐ Advisors
☐ Articulation information

☐ Program admission requirements
☐ Continuing eligibility requirements
☐ Program outcomes
☐ Accreditation information
☐ Discontinuation (attach program discontinuation plan that includes transition of students and timetable for phasing out courses)
☐ Other _____

Show all changes on the underlined attached page from the catalog.

Rationale for proposed changes or discontinuation:

To lessen barriers for students entering or graduating in the program, any MTH will be acceptable
Gen Ed.

Financial/staffing/equipment/space implications:

List departments that have been consulted regarding their use of this program.

Signatures:

Reviewer	Print Name	Signature	Date
Initiator	Randy VanWagnen		2-27-11
Department Chair	Kristine Willimann		2/24/11
Division Dean/Administrator	Rosemary Wilson		2/25/11
Vice President for Instruction	Stuart Blacklaw		3/23/11
President	Larry Whitworth		

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3/31/12

Please submit completed form to the Office of Curriculum and Assessment and email an electronic copy to sjohn@wccnet.edu for posting on the website.

School of Digital Media Arts

Creativity abounds in the School of Digital Media Arts which encompasses the disciplines of animation, graphic design, internet professional, photography and video. The programs in Digital Media Arts introduce students to foundational skills in these disciplines and prepare them for creative jobs using those skills.

Washtenaw Community College offers programs at several levels for students who want to begin new careers, or advance in their existing careers. The first level is the certificate, which can vary from nine to thirty-six credits, depending on the field. Certificates generally prepare students for entry-level jobs.

The next level, an Associate Degree, is available for some programs. Credit hours from the certificate can be applied to the credit hours needed for the Associate Degree.

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3D Animation (APANIM)
Associate in Applied Science Degree
Program Effective Term: Fall 2011

The Digital Animation program prepares students for entry-level positions in digital 3D modeling and animation for use in video, CD-ROM and DVD presentations, broadcast graphics, video game design, kiosks, print (still views), and the Web. Emphasis is on visual perception of 3D form and shape, volume/weight, surface mapping and lighting, basic 3D animation and motion graphic composition for video and internet ready applications.

Program Admission Requirements:
High school Macintosh-based course, or GDT 105 with a "C" or better, or instructor permission.

General Education Requirements   **(21 credits)**

ENG 107 or	Technical Writing I	
ENG 111	Composition I	3-4
COM 101	Fundamentals of Speaking	3
MTH ~~151~~	~~Geometry and Trigonometry~~ Elective(s)	~~3~~ 3-4
Nat. Sci.	Elective(s)	3-4
Soc. Sci.	Elective(s)	3
Arts/Human.	Elective(s)	3
Computer Lit.	Elective(s)	3

Major/Area Requirements   **(45 credits)**

ANI 145	Concept Development for Animation	2
ANI 150	3D Animation I: Modeling	4
ANI 155	Textures and Studio Lighting for Animation	4
ANI 160	Fundamentals of Movement and Animation	4
ANI 230	Motion and Sound	2
ANI 250	3D Animation II	4
ANI 260	3D Animation III	4
ART 111	Basic Drawing I	4
ART 127	Life Drawing I	4
GDT 140	Photoshop Graphics	4
INP 176	Web Animation I	3
VID 276	Advanced Video Graphics I	3
VID 280	DVD Authoring	3

Minimum Credits Required for the Program: **66**

Program Information Report

School of Digital Media Arts

Creativity abounds in the School of Digital Media Arts which encompasses the disciplines of animation, graphic design, internet professional, photography and video. The programs in Digital Media Arts introduce students to foundational skills in these disciplines and prepare them for creative jobs using those skills.

Washtenaw Community College offers programs at several levels for students who want to begin new careers, or advance in their existing careers. The first level is the certificate, which can vary from nine to thirty-six credits, depending on the field. Certificates generally prepare students for entry-level jobs.

The next level, an Associate Degree, is available for some programs. Credit hours from the certificate can be applied to the credit hours needed for the Associate Degree.

3D Animation

Learn the basics of three dimensional animation used in videos, games and on the Web. This degree will prepare you for an entry-level position in digital modeling and animation.

3D Animation (APANIM)
Associate in Applied Science Degree
Program Effective Term: Fall 2011

The Digital Animation program prepares students for entry-level positions in digital 3D modeling and animation for use in video, CD-ROM and DVD presentations, broadcast graphics, video game design, kiosks, print (still views), and the Web. Emphasis is on visual perception of 3D form and shape, volume/weight, surface mapping and lighting, basic 3D animation and motion graphic composition for video and internet ready applications.

Program Admission Requirements:
High school Macintosh-based course, or GDT 105 with a "C" or better, or instructor permission.

General Education Requirements **(21 credits)**

ENG 107 or	Technical Writing I	
ENG 111	Composition I	3-4
COM 101	Fundamentals of Speaking	3
Math	Elective(s)	3-4
Nat. Sci.	Elective(s)	3-4
Soc. Sci.	Elective(s)	3
Arts/Human.	Elective(s)	3
Computer Lit.	Elective(s)	3

Major/Area Requirements **(45 credits)**

ANI 145	Concept Development for Animation	2
ANI 150	3D Animation I: Modeling	4
ANI 155	Textures and Studio Lighting for Animation	4
ANI 160	Fundamentals of Movement and Animation	4
ANI 230	Motion and Sound	2
ANI 250	3D Animation II	4
ANI 260	3D Animation III	4
ART 111	Basic Drawing I	4
ART 127	Life Drawing I	4
GDT 140	Photoshop Graphics	4
INP 176	Web Animation I	3
VID 276	Advanced Video Graphics I	3
VID 280	DVD Authoring	3

Minimum Credits Required for the Program: **66**

PROGRAM CHANGE OR DISCONTINUATION FORM

Program Code: ~~ANI~~ APANIM   **Program Name:** 3d Animation

Effective Term: Winter 2009

Division Code: BCT   **Department:** Visual Arts

Directions:

1. Attach the current program listing from the WCC catalog or Web site and indicate any changes to be made.

2. Draw lines through any text that should be deleted and write in additions. Extensive narrative changes can be included on a separate sheet.

3. Check the boxes below for each type of change being proposed. Changes to courses, discontinuing a course, or adding new courses as part of the proposed program change, must be approved separately using a Master Syllabus form, but should be submitted at the same time as the program change form.

Requested Changes:

☐ Review
☒ Remove course(s): ___INP 276___
☒ Add course(s): _____ANI 160_____
☐ Program title (title was _____)
☐ Description
☐ Type of award
☐ Advisors
☐ Articulation information

☐ Program admission requirements
☐ Continuing eligibility requirements
☐ Program outcomes
☐ Accreditation information
☐ Discontinuation (attach program discontinuation plan that includes transition of students and timetable for phasing out courses)
☐ Other _____

Show all changes on the <u>attached page from the catalog</u>.

Rationale for proposed changes or discontinuation:

Lack of actual animation (keyframing, concepts of animation, timing, motion curves, principles of animation) in the current class structure

General student dissatisfaction with INP 276 as a required 3d animation course

---

Financial/staffing/equipment/space implications:

More lab time required in ANI lab (six more hours per week)
Current staff can handle additional hours

List departments that have been consulted regarding their use of this program.

Signatures:

Reviewer	Print Name	Signature	Date
Initiator	Randy Van Wagnen		
Department Chair	Jennifer Baker		10/6/08
Division Dean/Administrator	Rosemary Wilson		20/6/08
Vice President for Instruction			9/10/09
President			

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Office of Curriculum & Assessment   http://www.wccnet.edu/departments/curriculum

PROGRAM CHANGE OR DISCONTINUATION FORM

Program Code:
AFANIM

Program Name: 3D Animation

Effective Term:
w 2006

Division Code:
————

Department: BCT/VIS

Directions:

1. Attach the current program listing from the WCC catalog or Web site and indicate any changes to be made.
2. Draw lines through any text that should be deleted and write in additions. Extensive narrative changes can be included on a separate sheet.
3. Check the boxes below for each type of change being proposed. Changes to courses, discontinuing a course, or adding new courses as part of the proposed program change, must be approved separately using a Master Syllabus form, but should be submitted at the same time as the program change form.

Requested Changes:

☐ Review
☒ Remove course(s): ART 108 Three Dimensional Design
☒ Add course(s): ART 140 Life Drawing
☐ Program title (title was _____)
☐ Description
☐ Type of award
☐ Advisors
☐ Articulation information

☐ Program admission requirements
☐ Continuing eligibility requirements
☐ Program outcomes
☐ Accreditation information
☐ Discontinuation (attach program discontinuation plan that includes transition of students and timetable for phasing out courses)
☐ Other _____

Show all changes on the <u>attached page from the catalog</u>.

Rationale for proposed changes or discontinuation:

ART 140 will replace ART 108. It will allow students to develop necessary figure, and gesture drawing skills appropriate for their continued understanding of character development for animation courses.

Financial/staffing/equipment/space implications:

List departments that have been consulted regarding their use of this program.

Signatures:

Reviewer	Print Name	Signature	Date
Initiator	Kristine Willimann		11/22/2005
Department Chair	Dennis Guastella		11/22/2005
Division Dean/Administrator	Rosemary Wilson		1/17/06
Vice President for Instruction	Roger Palay		2/24/06

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Please submit completed form to the Office of Curriculum and Assessment and email an electronic copy to sjohn@wccnet.edu for posting on the website.

Visual Arts Technology

3D Animation (APANIM)
Associate in Applied Science Degree

Program Effective Term: Fall 2006

The Digital Animation program prepares students for entry-level positions in digital 3D modeling and animation for use in video, CD-ROM and DVD presentations, broadcast graphics, video game design, kiosks, print (still views), and the Web. Emphasis is on visual perception of 3D form and shape , volume/weight, surface mapping and lighting, basic 3D animation and motion graphic composition for video and internet ready applications.

Program Admission Requirements:
High school Macintosh-based course, GDT 105 with a "C" or better, or instructor permission.

Continuing Eligibility Requirements:
Students must demonstrate basic computer literacy skills by successfully passing the Computer and Information Literacy Test. The test may be taken at any point during the program, but must be completed before graduating.

General Education Requirements   (19 credits)

ENG 107 or	Technical Writing I	
ENG 111	Composition I	3-4
COM 101	Fundamentals of Speaking	3
MTH 152	Technical Geometry and Trigonometry	4
Nat. Sci.	Elective(s)	3-4
Soc. Sci.	Elective(s)	3
Arts/Human.	Elective(s)	3

Major/Area Requirements   (45 credits)

ANI 145	Concept Development for Animation	2
ANI 150	3D Animation I: Modeling	4
ANI 155	Textures and Studio Lighting for Animation	4
ANI 230	Motion and Sound	2
ANI 250	3D Animation II	4
ANI 260	3D Animation III	4
ART 111	Basic Drawing I	4
ART 140	Life Drawing	4
GDT 140	Photoshop Graphics	4
INP 176	Web Animation I	3
INP 276	Web Animation II	4
VID 276	Advanced Video Graphics I	3
VID 280	DVD Authoring	3

Minimum Credits Required for the Program   **64**

PROGRAM PROPOSAL FORM

Preliminary Approval – Check here when using this form for preliminary approval of a program proposal, and respond to the items in general terms.

X **Final Approval** – Check here when completing this form after the Vice President of Instruction has given preliminary approval to a program proposal. For final approval, complete information must be provided for each item.

Program Name:	3D Animation	**Program Code:**
Division and Department:	BCT/VIS	*APANIM*
Type of Award:	__AA __AS X AAS __Cert. __Adv. Cert. __Post-Assoc. Cert. __Cert. of Comp.	
Effective Term/Year:	Fall 2005	**CIP Code:**
Initiator:	Kristine Willimann	*11.0803*

Program Features Program's purpose and its goals. Criteria for entry into the program, along with projected enrollment figures. Connection to other WCC programs, as well as accrediting agencies or professional organizations. Special features of the program.	Prepare students for entry-level positions in digital animation and related fields that utilize this technology, such as post-production industry, multi-media, advertising, web design. High school Macintosh-based course, or GDT 105 with C or better, or instructor permission The program draws on courses from GDT, PHO, VID and INP along with specific new 3D courses
Need Need for the program with evidence to support the stated need.	Advisory Committee strongly recommends the development of 3D animation program. Digital animation is used in on-screen advertising, training videos and electronic manuals, and to some extent for educational games and simulations. For SE Michigan, there is a need for a workforce with developed 3D technology skills. This region has a substantial post-production industry connected to the auto industry. The current Illustration degree program would be absorbed into the 3D animation program. Additionally, this would better prepare illustration students for employment with skills that meet the area's current, creative technology needs. Student request for 3D animation courses and informal surveys of current VAT students show strong interest. Position WCC as a leader of 3D technology .

Program Outcomes/Assessment State the knowledge to be gained, skills to be learned, and attitudes to be developed by students in the program. Include assessment methods that will be used to determine the effectiveness of the program.	**Outcomes**	**Assessment method**
	1. Analyze and articulate client needs. 2. Conceptualize and plan 3D animation products that meet client needs. 3. Acquire modeling, animation, texturing, lighting skills for 3d animation products reflected in portfolios 4. Employability–create and incorporate skills that are demonstrated in portfolio/presentation.	1. Articulation of concept and oral presentation documented by full time faculty 2. Critique of process and technical abilities 3. Review of technical proficiency and mastery 4. Portfolio evaluation

Curriculum	Course ID	Title	Credit	Pre-requisites
Courses.	**Fall Semester**			
	MTH 169	Intermediate Algebra	4	
List the courses in the program, as they should appear in the catalog. List minimum credits required. Include any notes that should appear below the course list.	ART 111	Basic Drawing I	4	
	ART 108	Three Dimensional Design	4	
	GDT 140	Photoshop Graphics	4	
			16	
	Winter Semester			
ANI 155	PHO 000	Studio Lighting for animation	4	GDT 140, ANI majors
	ANI 145	Concept Development for Animation	2	
co-requisite >	ANI 150	3D Animation I	4	GDT 140 ∧ VID 112, or INP 152
	INP 176	Web Animation I	3	INP 152 or GDT 139 or GDT 140 minimum grade "C-"
	HUM	Elective	3	
			16	
Gen ed 19-21	**Spring/Summer Semester**			
area 43	ENG 107 or 111	English	3-4	
Total 62-64	**Fall Semester**			
	ANI 230	Motion and Sound	2	
co-requisite >	ANI 250	3D Animation II	4	
	VID 276	Advanced Video Graphics	3	GDT 140 or VID 112
	Nat Sci	Elective	3-4	
	SOC	Elective	3	
			15	
	Winter Semester			
	ANI 260	3D Animation III	4	ANI 250
	INP 276	Web Animation II	3	INP 176, minimum grade "C-"
	VID 280	DVD Authoring	3	GDT 140
	COM 101	Speech Elective	3	
			13	
	Total Credits:		63-64	

Budget	**Start-up costs**
Specify program costs in the following areas, per academic year: Faculty Training/travel Materials/resources Facilities/equipment Other	The program could be ready for Fall, 2005. Software for one of our current labs will cost approximately $6,120 (Maya Complete) - $8040 (Maya Complete Bundle, includes Platinum membership). Funding for contracting course development of five new animation courses ($4,500). This is also available an instructor learning bundle (http://www.aliaswavefront.com/eng/education/promotions.shtml#schools).
	Ongoing costs
	Training for full time faculty as professional development. $3000

Program Description for Catalog and Web site	The Digital Animation program prepares students for entry level positions in digital 3D modeling and animation for use in video, CD-ROM and DVD presentations, broadcast graphics, video game design, kiosks, print (still views,) and the Web. Emphasis is on visual perception of 3D form and shape, volume/weight, surface mapping and lighting, basic 3D animation and motion graphic composition for video and internet ready applications.

Program information	Accreditation/Licensure -
	Advisors – Kristine Willimann
	Advisory Committee - yes
	Admission requirements – High school Macintosh-based course, or GDT 105 with C or better, or instructor permission
	Articulation agreements - CCS (pending)
	Continuing eligibility requirements -

Assessment Plan:

	Learning outcomes to be assessed	Assessment tool	When assessment will take place	Course section(s) or other population (e.g. graduating students) to be assessed	Number of students to be assessed
1	Analyze and articulate client need	Articulation of concept and oral presentation documented by full time faculty	Winter 2006; every three years thereafter	Initially all students	Initially all students
2	Conceptualize and plan 3D animation products	Critique of process and technical abilities - rubric			
3	Incorporate modeling, animation, texturing, lighting	Review of technical proficiency and mastery			
4	Employability	Portfolio evaluation			

Scoring and analysis plan:

1. How will the above assessment(s) be scored/evaluated (e.g. departmentally developed rubric, external evaluation, other)? Please describe the scoring range to be used or include a copy of the rubric.

technical abilities	1	2	3
communication of a concept	1	2	3
innovation and uniqueness	1	2	3
effective/appropriate technique and style (didactic, documentary, informative, entertaining, humorous)	1	2	3

2.· What will the standard of success be for this assessment (e.g. 75% of students must meet all learning outcomes)?
75% success

3. Who will score and analyze the data?
Faculty and external reviewers

4. How and when will the assessment results be shared with the department and/or other involved faculty?
Assessment report to the department

5. What additional assistance, if any, will the department/area require to complete this assessment?

Reviewer	Print Name	Signature	Date
Department Chair/Area Director			
Dean	Rosemary Wilson	Rosemary Wilson	3/23/05
Vice President of Instruction Approved for Development Final Approval		Roger M. Pulay	4/4/05
President		Larry Whitworth	4/4/05
Board Approval			

Visual Arts Technology

3D Animation (APANIM)
Associate in Applied Science Degree

'UNDER CONSTRUCTION'

Program Effective Term: Fall 2005

The Digital Animation program prepares students for entry-level positions in digital 3D modeling and animation for use in video, CD-ROM and DVD presentations, broadcast graphics, video game design, kiosks, print (still views), and the Web. Emphasis is on visual perception of 3D form and shape , volume/weight, surface mapping and lighting, basic 3D animation and motion graphic composition for video and internet ready applications.

Program Admission Requirements:
High school Macintosh-based course, GDT 105 with a "C" or better, or instructor permission.

Continuing Eligibility Requirements:
Students must demonstrate basic computer literacy skills by successfully passing the Computer and Information Literacy Test. The test may be taken at any point during the program, but must be completed before graduating.

General Education Requirements (19 credits)

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ENG 111	Composition I	3-4
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MTH 152	Technical Geometry and Trigonometry	4
Nat. Sci.	Elective(s)	3-4
Soc. Sci.	Elective(s)	3
Arts/Human.	Elective(s)	3

Major/Area Requirements (45 credits)

ANI 145	Concept Development for Animation	2
ANI 150	3D Animation I: Modeling	4
ANI 155	Textures and Studio Lighting for Animation	4
ANI 230	Motion and Sound	2
ANI 250	3D Animation II	4
ANI 260	3D Animation III	4
ART 108	Three - Dimensional Design	4
ART 111	Basic Drawing I	4
GDT 140	Photoshop Graphics	4
INP 176	Web Animation I	3
INP 276	Web Animation II	4
VID 276	Advanced Video Graphics I	3
VID 280	DVD Authoring	3

Minimum Credits Required for the Program   **64**

ANI 145 Concept Development for Animation

This course is an introduction to the conceptualization process that preceeds the creation of an animation.
Students will participate in all phases of developing an idea for an animation: research, plan, ideation, storyboarding, and logic.

ANI 230 Motion + Sound

This course focuses on the knowledge and skills needed to produce motion and sound for animations. Concepts and techniques related to the generation and use of sound will be studied.

Characteristics of space and movement will be studied, as well as

ART 108 Three Dimensional Design   4 cr. 90 contact hours

This studio class will use a variety of three-dimensional materials and methods to explore the question: What makes good design? Stressing practice before theory, the student will carve, articulate and constr5uct designs that reveal and embody the principles that underlie good design.

ART 111 Basic Drawing I   4 cr. 90 contact hours

This course is an introduction to the central problems and issues of freehand drawing. Accurate representational drawing is emphasized through a series of projects concentrating on simple objects. The course is recommended for students who plan to continue in art at WCC or to transfer to another college or university.

New

ANI 155

PHO 000 Textures and Studio Lighting for Animation   4 cr.   90 contact hours

Using traditional studio techniques and Adobe Photoshop students will learn to enhance form through use of lighting effects, cast shadows, highlights and reflections.

New

ANI 145 Concept Development for Animation 2 cr. 30 contact hours

Researching, planning, ideation, storyboarding and logic. (to be taken concurrently with ANI 150)

New

ANI 150 3D Animation I: Modeling 4 cr. 90 contact hours (prereq ART 108)

This course introduces students to creating digital 3D forms for animation. Various techniques (wire frame, compound primitives and NURBS) are used to construct 3D forms. Using industry-standard software, students develop 3D modeling/animation skills in while learning the technical vocabulary needed for the 3D modeling/animation industry. Students create and apply textures and lighting to digital 3D forms, investigate camera positioning/point of view, and perform simple rotational animation.
(to be taken concurrently with ANI 145)

Major instructional units:

1. Introduction to digital 3D modeling software — basic menus and tools
2. Form construction
3. Surfaces
     a) color
     b) texture mapping
     c) reflection/refraction
     d) bump mapping
4. Camera / point of view (POV)
5. Deformers and morphing techniques
6. Rotational motion

INP 176 Web Animation 1   3 cr.   45contact hours

This course introduces students to effective animation for the web. Students will learn a brief history of animation and how animation has become a growing trend in presenting information on the web. Students will learn when and why animation is used as well as when it should be avoided or minimized. The class will use the latest industry-standard software to create interactive, animated web presentations. Students will gain an understanding of all aspects of animating for the web from concept and storyboarding to final production and implementation. This course was previously INP 255.   Prerequisites: INP 152 or GDT 139 or GDT 140

New **ANI 230 Motion and Sound** 2 cr. 30 contact hours

(to be taken concurrently with ANI 250)

New **ANI 250 3D Animation II** 4 cr. 90 contact hours

This course builds on the 3D modeling course, with emphasis is on building and rendering more complex digital 3D forms. More types of motion are introduced, including camera "fly-throughs," lighting motion and object motion. Animations will be output for video format. (to be taken concurrently with ANI 230)

1. 3D modeling
2. Lighting and rendering
3. Keyframe animation
4. Multiple form animation

5. Paint effects
6. Introduction of dynamics (physics)
7. Output for video

VID 276 Advanced Video Graphics I 3 cr. 60 contact hours

This course introduces students to motion graphics composition for film/video and internet distribution. Students learn the role of motion graphics in these media. Adobe After Effects is used as the main tool to create motion graphics compositions. Students learn the basics of visual effects terminology, effect keying and transparency, keyframing, synchronizing compositions to music, compression codes required for output optimization, and saving the finished composition to a variety of film/video and internet ready formats such as Apple QuickTime. Lecture, hands-on experience and creative mentoring are combined to develop motion graphics compositing skills. Students gain a working knowledge of After Effects and are exposed to examples of work from industry professionals for inspiration.

New **ANI 260 3D Animation III** 4 cr. 90 contact hours

This course is a continuation of ANI 250, extending and integrating 3D software. Topics include organic animation, bones, scene construction, and rendering to final output.

1. Bones
2. Organic animation
3. Hierarchy/parenting

4. Particles
5. Scene building (sets)
6. Final project that integrates skills from course

INP 276 Web Animation II 4cr. 60 contact hours

In this course students will learn advanced animation techniques using Macromedia Flash, with a focus on creating effective interactive user interfaces. The class will combine both interface design concepts and basic programming using action script. A major focus of the class will be on concept of interaction design— the process of creating logical, intuitive and interactive user interfaces. This course is intended for students interested in enhancing their Flash skills and who already possess a basic knowledge of programming concepts.

VID 280 DVD Authoring 3 cr. 60 contact hours

DVD Authoring will give students the skills to create interactive DVDs using digital video, graphic files, photographs and any other multi-media formats. With the use of menus, buttons, subtitles, alternate languages and sound tracks, this course will be an excellent way for students to create a portfolio and add an additional skill on their resume.