Washtenaw Community College Comprehensive Report

ANI 230 Motion and Sound
Effective Term: Winter 2020

Course Cover

Division: Business and Computer Technologies
Department: Digital Media Arts (new)
Discipline: Animation
Course Number: 230
Org Number: 14500
Full Course Title: Motion and Sound
Transcript Title: Motion and Sound
Is Consultation with other department(s) required: No
Publish in the Following: College Catalog , Time Schedule , Web Page
Reason for Submission: Course Change
Change Information:
Consultation with all departments affected by this course is required.
Pre-requisite, co-requisite, or enrollment restrictions
Rationale: ANI 230 is currently listed as a co-requisite for ANI 250. The basic certificate requires ANI 230, but not 250, which is a requirement for the advanced certificates. This is causing enrollment problems for students who wish to pursue the base certificate and not proceed further.
Proposed Start Semester: Fall 2019
Course Description: In this course, students focus on the knowledge and skills needed to produce motion and sound for animations. Characteristics of space and movement, as well as concepts and techniques related to the generation and use of sound, will be studied. This course is an integral part of assembling animations, as well as bringing them to life with editing, and Foley arts.

Course Credit Hours

Variable hours: No
Credits: 2
Lecture Hours: Instructor: 30 **Student:** 30
Lab: Instructor: 0 **Student:** 0
Clinical: Instructor: 0 **Student:** 0

Total Contact Hours: Instructor: 30 **Student:** 30
Repeatable for Credit: NO
Grading Methods: Letter Grades
Audit
Are lectures, labs, or clinicals offered as separate sections?: NO (same sections)

College-Level Reading and Writing

College-level Reading & Writing

College-Level Math

Requisites

Prerequisite
ANI 145

Prerequisite
ANI 150
and
Prerequisite
GDT 108 minimum grade "c"

General Education

Request Course Transfer

Proposed For:

Student Learning Outcomes

1. Explain and apply physics and math for motion predictions for animation and plot outcomes.
   Assessment 1
   Assessment Tool: Written exam
   Assessment Date: Fall 2020
   Assessment Cycle: Every Three Years
   Course section(s)/other population: All
   Number students to be assessed: All
   How the assessment will be scored: Answer sheet
   Standard of success to be used for this assessment: 75% of the students will score 75% or higher on the written exam.
   Who will score and analyze the data: Full and part-time faculty (not teaching the course) and/or professional animators from the industry.

2. Apply the theory and philosophy of audio edit for animation.
   Assessment 1
   Assessment Tool: Final project
   Assessment Date: Fall 2020
   Assessment Cycle: Every Three Years
   Course section(s)/other population: All
   Number students to be assessed: 24 randomly selected students
   How the assessment will be scored: Rubric
   Standard of success to be used for this assessment: 70% of students will score 70% or higher on the final project.
   Who will score and analyze the data: Full and part-time faculty (not teaching the course) and/or professional animators from the industry.

3. Define the terminology of Foley and soundscape development.
   Assessment 1
   Assessment Tool: Written exam
   Assessment Date: Fall 2020
   Assessment Cycle: Every Three Years
   Course section(s)/other population: All
   Number students to be assessed: All
   How the assessment will be scored: Answer sheet
   Standard of success to be used for this assessment: 75% of the students will score 75% or higher on the written exam.
   Who will score and analyze the data: Full and part-time faculty (not teaching the course) and/or professional animators from the industry.

Course Objectives

1. Develop math and physics skills to produce realistic animations.
2. Apply inverse and forward kinematic concepts to polypedal character motion.

3. Demonstrate and understanding of applied physics and applications in realistic animation.
4. Apply physics in realist animation.
5. Create predictive collision models for object response, through the use of physics in Motion Builder.
6. Plot outcomes of physics models with kinematic involvement.
7. Demonstrate skills in software tools that allow for capture and edit of sound.
8. Articulate the theory and philosophy of audio edit for animation.
9. Convey emotion through audio effects, voice and music.
10. Articulate skills in capturing audio.
11. Define the terminology of audio creation.
12. Develop skills in audio creation.
13. Understand the history of sound in film.

New Resources for Course

Course Textbooks/Resources

Textbooks
Manuals
Periodicals
Software

Equipment/Facilities

Reviewer	Action	Date
Faculty Preparer:		
Kevin Bindschadler	*Faculty Preparer*	*Aug 05, 2019*
Department Chair/Area Director:		
Ingrid Ankerson	*Recommend Approval*	*Aug 07, 2019*
Dean:		
Eva Samulski	*Recommend Approval*	*Aug 08, 2019*
Curriculum Committee Chair:		
Lisa Veasey	*Recommend Approval*	*Sep 17, 2019*
Assessment Committee Chair:		
Shawn Deron	*Recommend Approval*	*Sep 20, 2019*
Vice President for Instruction:		
Kimberly Hurns	*Approve*	*Sep 26, 2019*