TADD 4190: Animated Illustration

A. COURSE DESCRIPTION
Credits: 2
Lecture Hours/Week: 0
Lab Hours/Week: 0
OJT Hours/Week: *.*
Prerequisites: None
Corequisites: None
MnTC Goals: None
This course allows students to get creative and transform concepts into meaningful 2D animations. Students will investigate the concepts and tools used for creating time and motion-based animations. Prerequisite(s): TADD 3100, TADD 3140, TADD 3160, TADD 3180.

B. COURSE EFFECTIVE DATES: 08/20/2022 - Present

C. OUTLINE OF MAJOR CONTENT AREAS
1. History of animation.
2. 2D Animation Workflow- Traditional
3. 2D Animation Workflow- Digital

D. LEARNING OUTCOMES (General)
1. summarize the history of animation.
2. explain traditional 2D animation process.
3. explain the digital animation process.

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies
None

F. LEARNER OUTCOMES ASSESSMENT
As noted on course syllabus

G. SPECIAL INFORMATION
None noted