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