

# Alexandria Technical and Community College

## COAR 2522: Design Tech IV

### A. COURSE DESCRIPTION

Credits: 3

Lecture Hours/Week: 3

Lab Hours/Week: 0

OJT Hours/Week: \*.\*

Prerequisites:

This course requires both of these prerequisites

COAR 1522 - Design Technology II

COAR 2512 - Design Technology III

Corequisites: None

MnTC Goals: None

This course introduces learners to animation and focuses on the examination of concepts and storyboards for basic animation production. Emphasis will be on creating movement and expression utilizing traditional or electronically-generated image sequences. The course includes design, storyboarding, stop-motion, character animation, and motion graphics. Students are given a working knowledge of animation techniques necessary to design animation sequences.

**B. COURSE EFFECTIVE DATES:** 12/11/2018 - Present

### C. OUTLINE OF MAJOR CONTENT AREAS

1. Discuss animation principles and theories.
2. Apply the 12 principles of animation.
3. Apply principles and elements to storyboards.
4. Create accurate storyboard preparations for animation.
5. Prepare composited images for animation.
6. Create stop-motion animation.
7. Create animated GIF (Graphic Interchange Formats).
8. Create animation in Adobe After Effects.
9. Create animation in Animate.

### D. LEARNING OUTCOMES (General)

1. The learner will be able to identify 12 principles of animation.
2. The learner will be able to create storyboards in preparation for animation production.
3. The learner will be able to animate and create motion graphics in various software applications.

### E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

None

### F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

### G. SPECIAL INFORMATION

None noted