

MESABI RANGE COLLEGE

Course Outline

Course Title: Animate

Submitted by: McLaughlin
and Prijatel

Semester Course Prefix and Number: Grap 2285

Approval

Date:

Old Quarter Course Prefix and Number:

Revision Date:

Number of Credits: 2

Number of Lecture Credits: 1

Semester(s) Offered:

Number of Lab Credits: 1

Number of Lab Hours: 2

Class Size: 22

Number of Studio/Demonstration/Internship Credits:

Negotiated by AASC on:
(date)

Course Purpose Code:

_____ 0 – Developmental Courses

_____ 1 – Non-transferable

 x 2 – Technical course related to career programs

_____ 3 – College course which has the primary goal of applying certain concepts (e.g. vocal ensemble)

_____ 4 – Other college course not considered a part of MNTC (e.g. computer science, health, physical education)

_____ 5 – Course which is intended to fulfill the Minnesota Transfer Curriculum (MNTC) requirements or intended for transfer.

_____ 9 – Continuing Education/Customized Training specialized credit course (not occurring in 0-5)

Catalog Description:

This course will utilize Animation software to create projects, concise instructions, and complete use of basic and advanced animation software. Students will learn the many skills to create interesting graphics – rich movies that include sound, animation and interactivity. In addition, you will learn how to publish your own Animated projects.

Prerequisites and/or recommended entry skills/knowledge:

Course Prerequisite(s):

Reading Prerequisite:

Composition Prerequisite:

Mathematics Prerequisite:

Career Programs and Transfer Majors Accessing this Course:

Minnesota Transfer Curriculum Goal(s) partially met by this course if applicable:

(Notes: No more than two goals may be met by any one course. AASC review and the Chief Academic Officer's approval are required.)

0. x None

1. _____ Communications

2. _____ Critical Thinking

3. _____ Natural Sciences

4. _____ Mathematical/Logical Reasoning

5. _____ History and the Social and Behavioral Sciences

6. _____ The Humanities and Fine Arts

7. _____ Human Diversity

8. _____ Global Perspectives

9. _____ Ethical and Civic Responsibility

10. _____ People and the Environment

Learning Outcomes: (including any relevant competencies listed in the Minnesota Transfer Curriculum)

Upon completion of this course, the student will be able to:

1. Practice setting up work areas and for panels
2. Practice the drawing objects and tools
3. Prepare and publish movies
4. Demonstrate understanding of symbols and interactivity
5. Create animated objects
6. Create special effects

Student Assessment Methods:

Written response, lab experience, use of rubrics, quizzes and tests.

Use of Instructional Technology: (includes software, interactive video and other instructional technologies): Mac work station, check with the Instructor for latest software and textbook version.

Additional Special Information: (special fees, directives on hazardous materials, etc.)

Transfer Information: (Please list colleges/majors that accept this course in transfer.)

Bemidji State University
University of MN. Duluth

Affiliated Mesabi Range College Courses and Programs:

Approvals:

Body	Representative Signatures	Date
Faculty Association		
Academic Affairs Standards Committee		
Chief Academic Officer		

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