

Course:	DD2180 Time-Based Multi-Media A3 3(2-0-4) UT
Session:	Winter 2009 January 6 – April 14 Monday and Wednesday, 2:30 p.m. to 5:20 p.m. Art Studio B Studio 3
Credit/Hours:	90 Hours Delivery Mode: Lecture/Lab
Transfer:	UT: UA*, UC, UL, AU, AF*, CU, KUC
Pre/corequisite:	DD 1380 or DD1082, and AR1370 or AR2430
Instructor:	Edward Bader Office: Studio 3 108 Telephone: 539-2013 Email: ebader@gprc.ab.ca
Calendar Description:	An exploration of aesthetics of time based arts and technology, as applied to the visual arts. This is a studio course that will focus on using and responding to traditional and new media tools for visual communication.
Course Content:	DD 2180 will focus on an introduction to traditional animation techniques. From animating and drawing to storyboarding to designing characters to using digital tools, what you will learn will allow you to create a short 15- 20 second animation while giving you the experience you need to see if you would like to pursue a career in animation. The applications used in this course will be Adobe PhotoShop CS3 and Flash CS3.
Course Objectives:	<ol style="list-style-type: none"> 1. Learn about the history of animation. 2. Learn the 12 basic principle of animation. 3. Be introduced to the processes used in a professional animation studio environment ie. Storyboarding, character design, walk cycles, key poses, layout, digital ink and paint etc. 4. Learn to use Flash CS3 as a tool to integrate traditional animation with digital techniques to create an animation.
Evaluation:	<p>Mid-term: 40% Grade based on assignments completed by Thursday, March 10, 2009.</p> <p>Final: 40% Grade based on final portfolio by Thursday, April 14, 2009.</p> <p>Quizzes: 10% Grade based on an average of quizzes throughout the term.</p> <p>Involvement: 10% Grade based on participation and class attendance.</p> <p>Criteria for Evaluation</p> <ol style="list-style-type: none"> 1. The level of creativity demonstrated. 2. The degree of knowledge and understanding of the elements and principles of this studio discipline. 3. Portfolio presentations will be required throughout the duration of this course. 4. Professional orientation as indicated by enthusiasm, commitment, involvement and flexibility in collective and individual critiques.
Homework:	Students can expect to put in a minimum of 6 hours per week on out-of-class work.
Materials:	Flash Card to store digital files: \$75.00 Lab Fee: \$75.00 to cover costs of pre-punched paper, cells etc.
Textbooks:	Foundation Flash Cartoon Animation , (Friends of ED) Jones, Kelly, Rosson and Wolfe. Cost: \$39.95
Attendance:	More than 20% absenteeism may constitute a failure except for medical or

extenuating circumstances in which case a doctor's letter may be required.

Assignments will be expected on the date required. Failure to complete projects on time for class critiques will effect the student's final evaluation.

No late assignments will be accepted unless accompanied by a doctor's note. **Late assignments will receive lose 10 % grade for each day late.**

Plagiarism:

Plagiarism is cheating. The instructor reserves the right to use electronic plagiarism detection services. See P. 49 of the Calendar for more details, and for explanation of many other policies and regulations.

Reviewed:

N/A

Electronic
Devices in
Classroom:

No IPOD or MP3 players allowed!!!!

All cell phones must be turned off.

No surfing of the Web.

You will be asked to leave class if caught using electronic devices.