

AN 3770 - ANIMATION SOUND DESIGN + VIDEO EDITING

Credits: 3

In this junior-level studio course students are introduced to video editing and sound production. Students will shoot live action footage, record dialog and create custom foley to be used in the editing process. Students will use these skills to complete a variety of projects that emphasize visual storytelling.

Prerequisites: AN 2310 - Creative Visualization

Notes: (Formerly AN 2420 Animation Sound Design + Video Production)

Course Learning Outcomes:	Exceeding	Meeting	Developing	Not meeting	Program Outcomes	Institutional Outcomes
Identify essential methodologies for sound and video post-production processes.	Student is able to identify and implement essential methods and techniques with no errors.	Student is able to identify and implement essential methods and techniques with minimal errors.	Student is able to identify and implement some essential methods and techniques but work has many errors.	Student is unable to identify and implement essential methods and techniques.	AN2D-1, AN2D-2, AN2D-6	Communication, Competence, Critical Thinking
Define industry-standard terminology relevant to sound design and continuity editing.	Student is able to articulate their thoughts using industry standard terminology with no errors.	Student is able to articulate their thoughts using industry standard terminology with minimal errors.	Student sometimes struggles to articulate their thoughts using industry standard terminology.	Student is unable to articulate their thoughts using industry standard terminology.	AN2D-2, AN2D-6	Critical Thinking, Communication Competence
Implement industry-standard techniques for sound design and continuity editing.	Student is able to implement industry standard techniques to edit audio and video in software with results that are of very high quality and serve as excellent portfolio pieces.	Student is able to implement industry standard techniques to edit audio and video in software with results that are of minimum quality for portfolio work.	Student is able to but sometimes struggles with implementing industry standard techniques to edit audio and video in software with results that are not of minimum quality for portfolio work.	Student is unable to implement industry standard techniques to edit audio and video in software.	AN2D-1, AN2D-2, AN2D-3, AN2D-6	Design Competence, Critical Thinking
Critique video works for proper implementation of industry standard sound design and continuity editing techniques.	Student is able to take critiques and implement changes resulting in solid portfolio work..	Student is able to take critiques and implement changes but sometimes struggles to perfect their technique.	Student is able to take critiques but does not always implement changes and to perfect their technique.	Student receives constructive criticism well, implements the suggestions from critiques to improve their work, resulting in solid work to use for their portfolio.	AN2D-3, AN2D-4, AN2D-5, AN2D-6, AN2D-7	Design Competence, Critical Thinking, Communication Competence