

FD2210 4D DESIGN: STILLS TO MOTION

Credits: 3

This sophomore-level studio course introduces students to key concepts and practices of time-based works. Through a variety of projects, students explore the elements of the moving image through serial, sequential, and narrative ordering. Additionally, students will examine the relationships between sound and image, historic contexts, and approaches and advancements within the field of time-based works. Upon successful completion of the course, students will have a greater understanding in both the creation and analysis of time-based works of the visual language of time-based works.

Prerequisites: FD 1020 - 2D Design: Elements + Principles, FD 1600 - Studio Seminar: Methods of Inquiry

| Course Learning Outcomes | Exceeding | Meeting | Developing | Not meeting | Program Outcomes | Institutional Outcomes |
|---|---|--|--|---|-------------------|--|
| Understand and apply tools, concepts, and methods relating to time-based media by manipulating, assembling and integrating processes to create original works at an introductory level. | Projects consistently demonstrate a strong understanding and use of the concepts, methods, software, and hardware as the pertain to the creation of original works of time-based media. | Projects often demonstrate an understanding and use of the concepts, methods, software, and hardware as the pertain to the creation of original works of time-based media. | Projects demonstrate an understanding and use of the concepts, methods, software, and hardware as the pertain to the creation of original works of time-based media. | Projects rarely demonstrate an understanding and use of the concepts, methods, software, and hardware as the pertain to the creation of original works of time-based media. | FD3 | Design Competence |
| Undersand and apply strategies of movement, design elements, and time-based concepts within finished projects. | Projects consistently demonstrate strong comprehension and utilization of movement strategies, design elements, and time-based concepts. | Projects often demonstrate comprehension and utilization of movement strategies, design elements, and time-based concepts. | Projects sometimes demonstrate comprehension and utilization of movement strategies, design elements, and time-based concepts. | Projects rarely demonstrate comprehension and utilization of movement strategies, design elements, and time-based concepts. | FD3 | Design Competence |
| Apply an introductory understanding of narrative communication in sequential and moving images. | Projects consistently demonstrate a comprehension of narrative communication strategies. | Projects often demonstrate a comprehension of narrative communication strategies. | Projects sometimes demonstrate a comprehension of narrative communication strategies. | Projects rarely demonstrate a comprehension of narrative communication strategies. | FD3 | Design Competence |
| Analyze historic time-based media works and texts that inform creative problem solving, critical thinking, and connections to culture through research and project application. | Self-reflection, project ideation, and in-class discussion consistently demonstrate a strong historical basis for problem solving and dialog. | Self-reflection, project ideation, and in-class discussion often demonstrate an historical basis for problem solving and dialog. | Self-reflection, project ideation, and in-class discussion somtimes demonstrate an historical basis for problem solving and dialog. | Self-reflection, project ideation, and in-class discussion rarely demonstrate an historical basis for problem solving and dialog. | FD1 FD2 FD5 | Communication Competence Cultural Competence Critical Thinking |