AN 1110 - INTRODUCTION TO ANIMATED STORYTELLING

Credits: 3

In this freshman-level studio class, students will receive an overview of how their animation and game art studies relate to current industry practices, emphasizing how story supports every phase of the creative process. Students will learn to analyze animated films and games, from shorts and cut scenes, to feature length movies to understand how narrative content is delivered in different contexts. Upon successful completion of this course, students will have completed assignments analyzing the visual and narrative form of a variety of films and games, as well as completed projects demonstrating their ability to recognize and apply the basic components of visual storytelling in their own work.

Prerequisites: FD 1020 - 2D Design: Elements + Principles.

Notes: May be waived for Dual Enrollment students with chair approval.

Course Learning Outcomes:	Exceeding	Meeting	Developing	Not meeting	Program Outcomes	Institutional Outcomes
Identify the principles of narrative structure.	Work is an exemplary execution of narrative structure and cinematic form, demonstrating deliberate and unique expression of the principles and structure of storytelling for film and games.	Work expresses an strong grasp of the principles of narrative structure, as well as the proper use of components to express dramatic story in film and games.	Use of narrative structure is present, but ineffectively or improperly demonstrated.	Work does not demonstrate an understanding of narrative structure or required components of storytelling for film and games.	AN2D-8	Communication Competence, Critical Thinking
Distinguish the key differences between developing story for film and developing story for games.	Work represents an exemplary understanding of the differences between film and games in the execution of narrative structure and cinematic form, as well as a thorough knowledge and application of advanced processes and artistic self-analysis.	Work demonstrates an effective execution of the differences in narrative structure and cinematic form for film and games, as well as expanded initiatives and knowledge of processes and artistic self-analysis.	Work demonstrates an ineffective or incomplete understanding of differences in storytelling between film and games with regard to narrative structure, cinematic form, process, revision and artistic self-analysis.	Work lacks understanding of differences in story structure between games and film with regard to narrative structure, cinematic form, process, revision and artistic self-analysis.	AN2D-6, AN2D-8	Critical Thinking, Design Competence
Recognize and apply visual storytelling elements.	Work demonstrates an exemplary understanding and execution of the visual components of story: ▫ line ▫ shape ▫ tone ▫ color ▫ rhythm ▫ movement ▫ space	Work demonstrates an effective understanding and execution of the visual components of story: ▫ line ▫ shape ▫ tone ▫ color ▫ rhythm ▫ movement ▫ space	Work demonstrates a hesitant or incomplete application of visual components of story: ▫ line ▫ shape ▫ tone ▫ color ▫ rhythm ▫ movement ▫ space	Work demonstrates an unatisfactory understanding and execution of the visual components of story: ▫ line ▫ shape ▫ tone ▫ color ▫ rhythm ▫ movement ▫ space	AN2D-2. AN2D-8	Communication Competence, Critical Thinking Communication Competence
Memorize and use industry standard vocabulary for storytelling and film-making.	Work and discussion demonstrate an analytical understanding and confident use of industry-specific terminology for film and games	Work and discussion demonstrate a competent use and understanding of industry-specific terminology for film and games	Work and discussion demonstrate limited recognition and use of industry-specific terminology for film and games	Work and discussion do not express an understanding or use of industry-specific terminology for film and games	AN2D-2, AN2D-5, AN2D-6	Communication Competence