

AH 2020 - HISTORY OF INTERNATIONAL ANIMATION

Credits: 3

This course explores the evolution of the animation art form; its ways of expression; the power of its language; symbolism; variety of media; communication of ideas; political viewpoints; creation of impact; and mood. Students study the visual and design styles of both commercial and independent animation from America, Western Europe, Eastern Europe, and the Far East. Upon successful completion of this course, students will understand the art of animation from its early roots through the present—having studied the development of animators, studios, technologies, styles, business, and the influence of social/political change.

Prerequisites: AH 1110 - Art Historical Methods + History

Notes: Offered online only. (Formerly AN 1310)

Course Learning Outcomes:	Exceeding	Meeting	Developing	Not meeting	Program Outcomes	Institutional Outcomes
Demonstrate critical thinking skills, defined as the capacity to challenge assumptions, contextualize information, identify problems, conceptualize responses.	Demonstrates excellent grasp of critical thinking skills, defined as the capacity to challenge assumptions, contextualize information, identify problems, conceptualize responses.	Demonstrates good evidence of critical thinking skills, defined as the capacity to challenge assumptions, contextualize information, identify problems, conceptualize responses.	Demonstrates some evidence of critical thinking skills, defined as the capacity to challenge assumptions, contextualize information, identify problems, conceptualize responses.	Does not demonstrate critical thinking skills, defined as the capacity to challenge assumptions, contextualize information, identify problems, conceptualize responses.	LA 1	Critical Thinking Communication Competence
Demonstrate writing skills, which encompasses thesis statement, organization, conclusion, grammar, syntax, spelling, and adheres to CMS formatting.	Demonstrates excellent grasp of writing skills, which encompasses thesis statement, organization, conclusion, grammar, syntax, spelling, and adheres to CMS formatting.	Demonstrates good evidence of writing skills, which encompasses thesis statement, organization, conclusion, grammar, syntax, spelling, and adheres to CMS formatting.	Demonstrates some evidence of writing skills, which encompasses thesis statement, organization, conclusion, grammar, syntax, spelling, and adheres to CMS formatting.	Does not demonstrate writing skills, which encompasses thesis statement, organization, conclusion, grammar, syntax, spelling, and adheres to CMS formatting.	LA 2	Communication Competence
Recognize formal art historical divisions of Animation.	Evaluates formal art historical divisions of Animation.	Explains formal art historical divisions of Animation.	Recognizes formal art historical divisions of Animation.	Does not recognize formal art historical divisions of Animation.	LA 7	Design Competence
Understand some of the tenets of art criticism, theory, and methodologies.	Evaluates some of the tenets of art criticism, theory, and methodologies.	Explains some of the tenets of art criticism, theory, and methodologies.	Recognizes some of the tenets of art criticism, theory, and methodologies.	Does not recognize some of the tenets of art criticism, theory, and methodologies.	LA 8	Critical Thinking
Understand the impact of key animators on the industry.	Evaluates the impact of key animators on the industry	Explains the impact of key animators on the industry	Understands the impact of key animators on the industry	Does not understand the impact of key animators on the industry	LA 6, LA 7	Design Competence
Recognize the development of studios, technologies, styles, business, and the influence of social/political change in the field of animation.	Evaluates the development of studios, technologies, styles, business, and the influence of social/political change in the field of animation.	Explains the development of studios, technologies, styles, business, and the influence of social/political change in the field of animation.	Recognizes the development of studios, technologies, styles, business, and the influence of social/political change in the field of animation.	Does not recognize the development of studios, technologies, styles, business, and the influence of social/political change in the field of animation.	LA 6, LA 7	Design Competence
Identify elements of design and the role they play in visual storytelling.	Evaluates elements of design and the role they play in visual storytelling.	Explains elements of design and the role they play in visual storytelling.	Identifies elements of design and the role they play in visual storytelling.	Does not identify the elements of design and the role they play in visual storytelling.	LA 6, LA 7	Design Competence