

AN 2335 - WORLDBUILDING

Credits: 3

This sophomore-level pre-production course investigates the use of ancient myth and folklore in the creation of new myths for animated films and games. It challenges students to create their own worlds using narrative structures and visual designs relevant to modern audiences. The use of folklore in film, as well as the efficiency of archetype and symbol, will be introduced and applied as students work on the layered development of their own mythopoeic worlds. The final product will be a collection of narrative and visual materials that describe a world in which film goers and game players are drawn into a memorable, immersive experience.

Prerequisites: AG 1110 - Introduction to Animated Storytelling and FD 1235 - Observational Drawing

Course Learning Outcomes:	Exceeding	Meeting	Developing	Not meeting	Program Outcomes	Institutional Outcomes
Apply critical film and narrative theories to the building of believable mythopoeias and worlds for animation.	Projects are a masterful collaboration of film and narrative theories, creativity, world logic, and believability	Projects demonstrate a practical use of film and narrative theories as rationales for the structural development of believable mythopoeias and worlds for games and animation	Projects demonstrate a limited understanding of the use of film and narrative strategies to develop believable worlds and mythopoeias	Projects are missing, unfinished, and/or lacking critical narrative and visual structures that shape fictional worlds	AN2D-3D + GA: 2, 3, 5, 7, 8	Communication Competence Critical Thinking Cultural Competence
Develop relevant narrative and visual storytelling components that reflect an understanding of how universal themes can be expressed with efficacy.	Projects express mastery of subtext as a vehicle to deliver universal themes with integrity in narrative and visual design	Projects reflect a clear understanding and use of narrative and visual storytelling components that deliver universal themes with integrity	Projects demonstrate a limited understanding and use of storytelling components to deliver universal themes	Projects are missing, unfinished, and/or lacking foundational visual and narrative storytelling components that reflect the efficacy of universal themes expressed in modern story structures	AN2D-3D + GA: 2, 3, 5, 6, 7, 8	Design Competence Communication Competence Cultural Competence Critical Thinking
Analyze ethical and social issues involved in developing stories and worlds for modern viewing audiences.	Critiques and discussions express a mastery of the analysis and synthesis of ethical and social issues that occur in both the real world and the fictional worlds of story	Critiques and Discussions reflect analysis and synthesis of the ethical and social issues that occur in both the real world and the fictional worlds of story	Critiques and discussions reflect a limited understanding of how to use an analysis of real world issues to inform the creation of fictional worlds	Critiques and discussions do not provide meaningful contributions to the analysis and use of values relevant to modern audiences	AN2D-3D + GA: 1, 3, 4, 5, 7	Cultural Competence Critical Thinking Communication Competence
Create a conceptual world that invites viewers into an immersive story experience.	Projects are immersive, complete pictures of worlds and mythopoeias that use subtext, visual and narrative components, and creative conceptualization	Projects demonstrate a solid understanding of how narrative and visual storytelling structures are used to create immersive experiences for modern audiences	Projects demonstrate a limited understanding of how narrative and visual storytelling structures are used to create immersive experiences for modern audiences	Projects are missing, unfinished, and/or lacking the structural narrative and visual storytelling components that engage audiences in an immersive experience	AN2D-3D + GA: 1, 2, 3, 4, 5, 6, 7, 8	Design Competence Communication Competence Cultural Competence Critical Thinking