

# AN 2320 - THE ART OF VILLAINY

Credits: 3

This sophomore-level elective explores the visual development and narrative psychology of the animated villain in film and games. Students will analyze both detestable and lovable villains throughout the history of animation and games. Assignments will include class discussions, villain creation, and exercises that focus on both the narrative and visual connection between real-world evil and fictional characters. Upon successful completion of this course students will be able to develop believable villains that demonstrate a meaningful translation of real world villainy into dramatic animated and gaming fiction.

Prerequisites: AN 1110 - Introduction to Animated Storytelling and FD 1370 - Life Drawing I

Course Learning Outcomes:	Exceeding	Meeting	Developing	Not meeting	Program Outcomes	Institutional Outcomes
Demonstrate an understanding of the psychology of Villain behavior and motivation in animated films and games	Designs reflect a thorough understanding of good villain creation through careful, analytical observation of real life villains and their behaviors, appearance, and motives	Designs reflect an understanding of good villain creation through observation of real life villains and their behaviors, appearance, and motives	Designs reflect an emerging understanding of good villain creation through careful observation of real life villains and their behaviors, appearance, and motives	Work is incomplete or missing	AN2D-3D + GA: 2, 5, 6, 8	Communication Competence, Critical Thinking, Cultural Competence
Design narrative and visual villains with whom an audience can connect through recognition of human weaknesses and flaws	Designs reflect a thorough understanding of the flaws, weaknesses and extremities that characterize fictional villains. Designs connect to audiences through the well-crafted use of subtext and universal truths about human nature	Designs reflect an understanding of the flaws, weaknesses and extremities that characterize fictional villains, and connect to audiences through recognition of universal truths about human nature	Designs reflect an emerging understanding of the negative traits that characterize fictional villains	Work is incomplete or missing	AN2D-3D + GA: 1, 2, 3, 6, 8	Design Competence, Communication Competence, Cultural Competence
Apply narrative and visual storytelling principles in the creation of a villain	Narrative and visual design is a masterful collaboration that reflects an engaging, developed character appropriate to its story function, internal and external journeys, and characterization as a meaningful villain	Narrative and visual designs work together to reflect an engaging, developed character appropriate to its story function	Narrative and visual designs reflect an emerging understanding of how to create engaging, developed characters	Work is incomplete or missing	AN2D-3D + GA: 1, 2, 3, 4, 5, 6, 8	Design Competence, Communication Competence, Critical Thinking, Cultural Competence
Analyze ethical and social issues involved in creating villains for modern viewing audiences	Contributions to critiques and class discussions in which ethical and social issues are analyzed for authenticity between real world viewing audiences and the fictional worlds of animation and games is well considered, grounded in an understanding of villain psychology, synthesized with fundamental components of the principles of storytelling, and scholarly	There is thoughtful and engaged participation in critiques and class discussions in which ethical and social issues are analyzed for authenticity between real world viewing audiences and the fictional worlds of animation and games	There is hesitant or unengaged participation in critiques and class discussions in which ethical and social issues are analyzed for authenticity between real world viewing audiences and the fictional worlds of animation and games	There is little or no participation in critiques and class discussions in which ethical and social issues are analyzed for authenticity between real world viewing audiences and the fictional worlds of animation and games	AN2D-3D + GA: 1, 3, 4, 6, 7, 8	Communication Competence, Critical Thinking, Cultural Competence