



El Camino College
COURSE OUTLINE OF RECORD – Official

Subject:	DART
Course Number:	241
Descriptive Title:	3D Animation Studio
Division:	Fine Arts
Department:	Digital Art and Design Technology
Course Disciplines:	Digital Art and Design Technology
Catalog Description:	In this intermediate studio course, students continue honing their 3D modeling and animation skills focusing on team projects for short animated sequences incorporating characters, props, scenery and more. Students will apply concept design and storyboarding to develop an original concept and then make the assets needed to create a final animation. The focus will be on narrative, sound, dialog, acting, and dynamic expressive elements to tell a compelling story in 3D. Students will develop a project from concept to production in a collaborative studio environment while learning advanced techniques and studio workflow for creating 3D animation.
Prerequisite:	DART 140
Co-requisite:	
Recommended Preparation:	
Enrollment Limitation:	
Hours Lecture (per week):	2
Hours Laboratory (per week):	3
Outside Study Hours:	4
Total Course Hours:	90
Course Units:	3
Grading Method:	Letter Grade and Pass/No Pass
Credit Status:	Credit, degree applicable
Transfer CSU:	Yes
Effective Date:	
Transfer UC:	Yes
Effective Date:	
General Education ECC:	
Term:	
Other:	
CSU GE:	
Term:	
Other:	
IGETC:	

Term:	
Other:	
Student Learning Outcomes:	<p>Upon completion of this course students will be able to:</p> <ol style="list-style-type: none"> 1. plan and develop story, concepts, and storyboards for a 30-60 second group 3D animation project with multiple shots and scenes. 2. create final digital assets for a group animation project that are incorporated in a 30-60 second 3D animated short. 3. create and work to project milestones with daily/weekly deliverables and peer review in a collaborative group project setting.
Course Objectives:	<ol style="list-style-type: none"> 1. Form a project group with at least two class peers and work collaboratively on a 3D animation project that incorporates assets from all group members. 2. Create project milestones within the group project to plan and manage the project from narrative development to a final animation. 3. Concept design: assign roles based on interests and strengths to develop story, character, and environment concepts, storyboards, and visual reference for a group project. 4. Working in a group context, develop a full range of 3D assets as needed for a project incorporating those assets into an animated sequence. 5. Use existing assets, as needed and with respect to copyright and licensing, to accelerate project creation. 6. Create weekly deliverables to demonstrate progress in a group project. 7. Understand and create the key deliverables of pre-production and production for a 3D animation project. 8. Render high quality clips from animated motion sequences, and output concept work in appropriate formats for addition to a professional clip reel.
Major Topics:	<p>Lecture Topics:</p> <ol style="list-style-type: none"> I. Project Planning and Execution <ol style="list-style-type: none"> A. Project management overview B. Project milestones C. Team development D. Concept development E. Project execution II. Advanced technical demonstration <ol style="list-style-type: none"> A. Demonstrate advanced 3D technique and workflow as needed III. Analysis and Critique <ol style="list-style-type: none"> A. Foundation for critique of project work B. Feedback on group project work <p>Lab Topics:</p> <ol style="list-style-type: none"> I. Project Development – teamwork <ol style="list-style-type: none"> A. Story writing B. Concept design C. Storyboarding D. Teamwork assignments E. Teamwork discussion and feedback II. Asset Creation <ol style="list-style-type: none"> A. 3D modeling B. 3D environment modeling C. 3D asset rigging D. Materials, Textures E. 3D animation III. Project management <ol style="list-style-type: none"> A. Manage weekly project goals and deliverables

	<ul style="list-style-type: none"> B. Guide overall project scope C. Provide leadership and feedback on project goals <p>IV. Mentorship</p> <ul style="list-style-type: none"> A. Mentor student groups and act as director of student group projects B. Negotiate student workload and assignments C. Provide one on one and group project mentorship, feedback, and insights <p>V. Presentation, Analysis, and Critique</p> <ul style="list-style-type: none"> A. Presentation of project work B. Critique and feedback on project work
Total Lecture Hours:	36
Total Laboratory Hours:	54
Total Hours:	90
Primary Method of Evaluation:	3) Skills demonstration
Typical Assignment Using Primary Method of Evaluation:	Develop a 3D character asset based on an original concept design for a 3D animated short. Work with a group of peers to refine the concept and use industry standard animation modeling software to create the base asset including textures and materials.
Critical Thinking Assignment 1:	Provide peer feedback on initial mood boards for an animated short concept. Consider the story, setting, and script elements in the feedback. Provide actionable feedback based on the cohesiveness and applicability to the concept and story.
Critical Thinking Assignment 2:	Create storyboards for a given shot or scene in an animated short. Based on the content of the script use camera angles that enhance storytelling and visually guide a viewer through the shot. Consider lighting, focus, and the mood and timing of action in the shot or scene to guide your process.
Other Evaluation Methods:	Completion, Presentation
If Other:	
Instructional Methods:	Demonstration, Discussion, Guest Speakers, Lab, Lecture, Multimedia presentations
If other:	
Work Outside of Class:	Skill practice
If Other:	
Up-To-Date Representative Texts:	Oscar Baechler, Xury Greer . <i>Blender 3D By Example</i> . Packt Publishing. (2020) Stephen Pearson. <i>Learn Blender Simulations the Right Way</i> . Packt Publishing. (2022)
Alternative Texts:	
Required Supplementary Readings:	
Other Required Materials:	
Requisite	Prerequisite
Category	sequential
Requisite course:	DART 140
Requisite and Matching skill(s): Bold the requisite skill. List the corresponding	Understanding of 3D Animation DART 140 - Apply principles of animation to 3D character motion, facial expression, and acting for 3D character animation.

course objective under each skill(s).	DART 140 - Animate motion sequences for non-bipedal creatures using pre-rigged 3d geometry both realistic and cartoony in movement. DART 140 - Animate custom designed rigged assets in 3D.
Requisite Skill:	
Requisite Skill and Matching skill(s): Bold the requisite skill(s). if applicable	
Requisite course:	
Requisite and Matching skill(s): Bold the requisite skill. List the corresponding course objective under each skill(s).	
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Enrollment Limitations and Category:	
Enrollment Limitations Impact:	
Course Created by:	Arnold Martin
Date:	03/17/2024
Original Board Approval Date:	01/13/2025
Effective Term:	FA 2025