Subject:	DART
Course Number:	290
Descriptive Title:	Animation Capstone Studio
Division:	Fine Arts
Department:	Digital Art and Design Technology
Course Disciplines:	Digital Art and Design Technology
Catalog Description:	In this advanced capstone studio, students work on focused group projects with clearly defined roles and responsibilities. Students will work in a self-directed way to write stories, apply concept design and storyboarding techniques, and develop an original concept for a group project. Teams will then make the assets needed to create a final animation in 2D, 3D, or mixed asset workflows. Projects will focus on narrative, sound, dialog, acting, and dynamic expressive elements to tell a compelling story. Students will develop a project from concept to production in a collaborative studio environment to put 2D and 3D animation skills in action!
Prerequisite:	DART 211 or DART 221 or DART 241
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:	Upon completion of this course students will be able to: 1. plan and develop story, concepts, and storyboards for a 2 - 5 minute group 2D, 3D or mixed animation project with multiple shots and scenes 2. create final digital assets for a group animation project that are incorporated in a 2 - 3 minute animated short 3. create and work to project milestones with daily/weekly deliverables and peer review in a collaborative group project setting
Course Objectives:	1. Form a project group with at least two class peers and work collaboratively on a 2D, 3D or mixed 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 2D and/or 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 2D, 3D or mixed animation project 8. Respond to feedback from peers and faculty to refine assets and animated sequences for a group project

Major Topics:	**Lecture Topics:**
	I. **Project Planning and Execution**
	    A. Project management overview
	    B. Project milestones
	    C. Team development
	    D. Concept development
	    E. Project execution
	II. **Advanced technical demonstration**
	    A. Demonstrate advanced 2D and 3D technique and workflow as needed
	    B. Incorporate outside expertise as needed
	III. **Analysis and Critique**
	    A. Foundation for critique of project work
	    B. Feedback on group project work
	Lab Topics:
	I. **Project Development – teamwork**
	    A. Story writing
	    B. Concept design
	    C. Storyboarding
	    D. Teamwork assignments
	    E. Teamwork discussion and feedback
	II. **2D/3D Asset Creation**
	    A. 2D storyboard animatics
	    B. 3D modeling
	    C. 2D environments and backgrounds
	    D. 2D characters and props
	    E. 2D animation
	    F. 3D environment modeling

	G. 3D asset rigging
	H. Materials, Textures
	I. 3D animation
	III. **Project management**
	A. Manage weekly project goals and deliverables
	B. Guide overall project scope
	C. Provide leadership and feedback on project goals
	IV. **Mentorship**
	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
	V. **Presentation, Analysis, and Critique**
	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 2D or 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:	Levy, David B. Your career in animation: How to survive and thrive. Simon and Schuster, 2021.
Alternative Texts:	
Required Supplementary Readings:	
Other Required Materials:	
Requisite	Prerequisite

Category	sequential
Requisite course:	DART 211 or DART 221 or DART 241
Requisite and Matching skill(s): Bold the requisite skill. List the corresponding course objective under each skill(s).	**Development of the beginning of a professional clip real** DART 211 - Organize course work into a professional quality portfolio to present concept design work for future opportunities. DART 221 - Organize project work into a professional quality clip reel to present animation work for future opportunities. DART 241 - Render high quality clips from animated motion sequences, and output concept work in appropriate formats for addition to a professional clip reel. **Intermediate studio skills and knowledge** DART 211 - Use iterative design process to apply 2d design principles and create visual development concepts for interior and exterior environment concept designs for entertainment media. DART 221 - Form a project group with at least two class peers and work collaboratively on a 2D animation project that incorporates assets from all group members. DART 241 - 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.
Requisite Skill:	
Requisite Skill and Matching skill(s): Bold the requisite skill(s). if applicable	
Requisite course:	
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Enrollment Limitations and Category:	
Enrollment Limitations Impact:	
Course Created by:	Arnold Martin
Date:	09/02/2024
Original Board Approval Date:	01/13/2025
Effective Term:	FA 2025