



# PimaCommunityCollege

## **DAR250 Comp 2D Anim: Adobe After Effects** **Credit Hours: 4.00** **10253/Fall 2019**

**Class Location & Meeting Time:** West Campus, CG26, MW, 3:15 - 5:35pm

### **Instructor Information**

**Instructor Name:** Greg Loumeau

**Instructor Phone:** (520) 206-6904

**Instructor Email:** [gjloumeau@pima.edu](mailto:gjloumeau@pima.edu)

**Instructor Website:** <http://pima.dreamco.com>

**Office Location/Hours:** West Campus, CG19, Thursdays: 10:15am-12:45pm

### **Other Course Resources**

**Department Head Contact Information:** Patti Gardiner, [pgardiner@pima.edu](mailto:pgardiner@pima.edu)

#### **Course Information**

**Course Description:** Two-dimensional animation on the computer. Includes storyboards, techniques and terms, logo animation, character animation, metamorphic animation, and production techniques.

**Recommendation:** Completion of DAR 221 before enrolling in this course. If any recommended course is taken, see a financial aid or Veteran's Affairs advisor to determine funding eligibility as appropriate.

**Gen Ed:** Meets AGECE – FA; Meets CTE - A&H.

**Course Meeting Days/Time:** MW, 3:15 - 5:35pm

**Course Location:** West Campus, CG26

**Course Start Date:** 8/22/19

**Course End Date:** 12/16/19

**Expectation of coursework hours:** 4.5 hrs./week in class, plus 7.5 hrs./week outside of class, for an average of 12 hrs./week, and a total of 180 hours over a 16-week semester

**Course Delivery/Modality:** Traditional

**Course Technology:** Desktop computers, software

**Required Textbook:**

Adobe After Effects CC Classroom in a Book (2019 Release) 1st Edition

ISBN-13: 978-0135298640

Author: Fridsma

Publisher: Pearson

**Other Required Materials:** Flash drive or portable hard drive

**Optional/Recommended Materials:** Earbud or other headphones

## Student Learning Outcomes

**Upon successful completion of the course, the student will be able to:**

1. Create a character animation that will include motion, transition, color, and texture.
2. Develop & transform dialogue, motion, and mood of a character into visual animation.
3. Create a computer animation from conceptualization to post production.

## Grade and Instructor Policies

**Total points available:** 1000

**Grading Scale:** (A) 900-1000, (B) 800-899, (C) 700-799, (D) 600-699, (F) 599 and below

**Use of D2L Brightspace:** All grades for this course are posted in the D2L Brightspace Gradebook. Students may view their grades by signing into D2L Brightspace and accessing the course.

### **Grade Determination and Grading Policies:**

Students must withdraw from the course by the withdrawal date in order to receive a "W". Students who remain enrolled in the course after the withdrawal date will receive the grade they earn. Instructors cannot issue a "W" as a final grade.

### **Evaluation of Work**

Evaluation of your work is subjective, based on the instructor's experience in the field. Your work will be evaluated on the demonstration of following criteria:

- Fulfillment of goals outlined in the project description
- Following the specifications of the assignment
- Accuracy of the imaging techniques.
- Aesthetics
- Imagination and creativity
- Your knowledge and facility of the current software
- The overall quality of work
- Meeting deadlines

### **Late Work Policy:**

Late work will have points deducted based on how long past the deadline it is turned in. The instructor, at his discretion, may deduct as much as one letter grade for every day the work is late.

### **Saving Work:**

- Save all work
- Save your work frequently while you are working on it
- Save your work to multiple locations

**Course Schedule:** The instructor reserves the right to change the schedule in order to adjust it to the pace of the class. Please note that this schedule may also be adjusted to reflect any school closures due to holidays.

**Course Schedule posted on class website:** [Class Schedule](#)

## **Attendance Requirements/Active Participation**

A failure to participate as required may result in loss of financial aid and failure in the class. For every credit hour of your classes you should plan to spend approximately two to three hours outside of class studying each week. [Attendance requirements](#) ([www.pima.edu/attendance](http://www.pima.edu/attendance))

**Course-specific attendance and participation:** Participation is expected through course end date.

### **Key Dates**

For class add, drop, and withdrawal dates, go to the "My Schedule" section of MyPima, found on the Students > Academics MyPima page. Additional semester [Key Dates and Deadlines](#) ([www.pima.edu/keydates](http://www.pima.edu/keydates)) are on the Calendar link at the top of PCC webpages.

## **Student Resources and Policies**

**Student resources:** tutoring, libraries, computer commons, advising, code of conduct, complaint process. [Student resources](#) ([www.pima.edu/currentstudents](http://www.pima.edu/currentstudents))

**Department Head Contact information:** Patti Gardiner, [pgardiner@pima.edu](mailto:pgardiner@pima.edu)

**Student policies:** plagiarism, use of copyright materials, financial aid benefits, ADA information, FERPA, and mandatory reporting laws at: [Policies](#) ([www.pima.edu/syllabusresources](http://www.pima.edu/syllabusresources))

## **Access and Disability Resources (ADR)**

**Access and Disability Resources (ADR)** can provide accommodations to students with qualifying medical/psychological conditions, disabilities, and pregnancy. For more [information on ADR](#): ([www.pima.edu/adr](http://www.pima.edu/adr))