

SACS Indicator Spring 2012 Principles of Animation

Objective

Students in the Computer Animation program will demonstrate their ability to apply the Principles of Animation to create believable animated movies using a variety of techniques including 2D and 3D animations.

Indicator

Students will be required to upload animated videos from ARTS 2343 (Animation Concepts and Techniques) ARTS 2344 (2D Computer Animation) and ARTS 3343 (Intro to 3D Computer Animation) to a video hosting site such as YouTube or Vimeo. A rubric that includes the ability to use Squash and Stretch, Timing and Motion, Anticipation, Staging, Follow Through and Overlapping Action and Secondary Action will be used with possible scores of 0-100. Two faculty members will evaluate students who have completed ARTS 3343 and include work from 2344 and 2343 in their assessment.

Computer Animation students will score at least 80% in each area of the evaluation. We have revamped our program extensively to meet current industry trends. We will be taking a baseline this year with the new standards.

Rubric:

100 = Student demonstrates perfection in ability

90 = Student demonstrates exceptional expertise

80 = Student demonstrates proficiency and skillfulness

70 = Student demonstrates adequate ability

60 = Student demonstrates ability that needs improvement to be adequate

50 = Student demonstrates that there is no ability or grasp of the concept or technique

0 = Student fails to demonstrate anything

