

Fanshawe College

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Animation

2020

ANI1 New DA 20201

Fanshawe College

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Degree Audit Report

ANI1 2020/2021

Subrequirement: Level 1

Take all of the following Mandatory Courses:

	Total Hours	Total Credits
WRIT-1037 Reason & Writing – Contemporary Media	45.00	3.00
MMED-1067 Pre-Production 1	60.00	4.00
MMED-1068 Motion Capture & Pipeline	45.00	3.00
MMED-1069 3D Animation 1	45.00	3.00
MMED-1070 Digital 2D Animation 1	45.00	3.00
MMED-1071 3D Software 1	45.00	3.00
GEAA-1001 General Education Elective	45.00	3.00

Subrequirement: Level 2

Take all of the following Mandatory Courses:

	Total Hours	Total Credits
COMM-3075 Communications for Media	45.00	3.00
MMED-3050 Pre-Production 2	60.00	4.00
MMED-3051 Motion Capture 1	45.00	3.00
MMED-3052 3D Animation 2	45.00	3.00
MMED-3053 Rigging & Pipeline 1	45.00	3.00
MMED-3054 3D Software 2	45.00	3.00
GEAA-1001 General Education Elective	45.00	3.00

Subrequirement: Level 3

Take all of the following Mandatory Courses:

	Total Hours	Total Credits
MMED-5018 Visual Effects & Simulation	60.00	4.00
MMED-5019 Motion Capture 2	90.00	6.00
MMED-5020 3D Animation 3	90.00	6.00
MMED-5021 Rigging & Pipeline 2	90.00	6.00
INDS-1033 Video Game Theory	45.00	3.00

Subrequirement: Level 4

Take all of the following Mandatory Courses:

	Total Hours	Total Credits
MMED-5023 3D Animation 4	45.00	3.00
DEVL-5007 Career Development	45.00	3.00
MMED-5022 AR/VR & Mixed Reality	45.00	3.00
MMED-5025 Animation Client Studio	195.00	13.00

Additional Requirements – Take one from each group

Degree Audit Report

Michelle Giroux

Approved By Chair/Manager:

On behalf of Tracy Geddes MGRM

Approved by Dean:

CDP 9 Jan 2020

Department and Date:

9 Jan 2020

Date:

General Education Approved By (as appropriate):

Date:

*Acting
for Tracy
Geddes

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APPENDIX A: PROPOSED CURRICULUM MODIFICATION

Course Code	Existing DA Courses	Total Hours	Total Credits		Course Code	Proposed DA Courses	Total Hours	Total Credits
Level 1								
WRIT-1037	Reason & Writing 1 - Contemporary Media	45	3	Existing	WRIT-1037	Reason & Writing 1 - Contemporary Media	45	3
					MMED 1067	Pre-Production 1	60	4
					MMED 1068	Motion Capture & Pipeline 1	45	3
					MMED 1069	3D Animation 1	45	3
					MMED 1070	Digital 2D Animation 1	45	3
					MMED 1071	3D Software 1	45	3
GEED-1000	General Education Elective	45	3	Existing	GEAA-1001	General Education Elective	45	3
TOTAL		90	6				330	22
Level 2								
COMM-3075	Communications for Media	45	3	Existing	COMM-3075	Communications for Media	45	3
					MMED 3050	Pre-Production 2	60	4
					MMED 3051	Motion Capture & Pipeline 2	45	3
					MMED 3052	3D Animation 2	45	3
					MMED 3053	Digital 2D Animation 2	45	3
					MMED 3054	3D Software 2	45	3
COMM-3075	Communications for Media	45	3	Existing	COMM-3075	Communications for Media	45	3
GEED-1000	General Education Elective	45	3	Existing	GEAA-1001	General Education Elective	45	3
TOTAL		90	6		TOTAL		330	22
Level 3								
					MMED 5018	Visual Effects & Simulation	60	4
					MMED 5019	Motion Capture & Pipeline 3	90	6
					MMED 5020	3D Animation 3	90	6
					MMED 5021	Digital 2D Animation 3	90	6
INDS-1033	Game Theory	45	15	Existing	INDS-1033	Game Theory	45	3
TOTAL		0	0		TOTAL		330	22
Level 4								
					MMED 5023	3D Animation 4	45	3
					DEVL 5007	Career Development	45	3
					MMED 5022	AR/VR & Mixed Reality	45	3
					MMED 5025	Animation Client Studio	195	13
TOTAL		0	0		TOTAL		330	22

PROGRAM TOTAL 180 12

PROGRAM TOTAL 1320 88

COMMS - Essential Employability Skills by Program, Level and Course

Program Name: Animation

Program Code: AN1

Academic Year: 2020-2021

Level 1												
Course Number	Course Name	1	2	3	4	5	6	7	8	9	10	11
MMED 1067	Pre-Production 1											
MMED 1068	Motion Capture & Pipeline 1											
MMED 1069	3D Animation 1											
MMED 1070	Digital 2D Animation 1											
MMED 1071	3D Software 1											
WRIT-1037	Reason & Writing 1-Cont Media	X	X		X	X	X	X	X			
Level 2												
Course Number	Course Name	1	2	3	4	5	6	7	8	9	10	11
COMM-3075	Comm. for Media	X	X		X	X	X	X	X	X		
MMED 3050	Pre-Production 2											
MMED 3051	Motion Capture & Pipeline 2											
MMED 3052	3D Animation 2											
MMED 3053	Digital 2D Animation 2											
MMED 3054	3D Software 2											
Level 3												
Course Number	Course Name	1	2	3	4	5	6	7	8	9	10	11
MMED 5018	Visual Effects & Simulation											
MMED 5019	Motion Capture & Pipeline 3											
MMED 5020	3D Animation 3											
MMED 2021	Digital 2D Animation 3											
Level 4												
Course Number	Course Name	1	2	3	4	5	6	7	8	9	10	11
MMED 5023	3D Animation 4											
DEVL 5007	Career Development											
MMED 5022	AR/VR & Mixed Reality											
MMED 5025	Animation Client Studio											

Essential Employability Skills

1	Communicate clearly, concisely and correctly in the written, spoken and visual form that fulfills the purpose and meets the needs of the audience.
2	Respond to written, spoken or visual messages in a manner that ensures effective communication.
3	Execute mathematical operations accurately.
4	Apply a systematic approach to solve problems.
5	Use a variety of thinking skills to anticipate and solve problems.
6	Locate, select, organize and document information using appropriate technology and information systems.
7	Analyze, evaluate and apply relevant information from a variety of sources.
8	Show respect for diverse opinions, values, belief systems and contributions of others.
9	Interact with others in groups or teams in ways that contribute to effective working relationships and the achievement of goals.
10	Manage the use of time and other resources to complete projects.
11	Take responsibility for one's own actions, decisions and consequences.

Legend

I	Introductory
B	Building
C	Culminating

COMMS - Vocational Learning Outcomes by Program, Level and Course

Program Name: Animation
 Program Code: ANI1 (ANI1-COP-20201)
 Academic Year: 2020-2021



Level 1											
Course Number	Course Name	1	2	3	4	5	6	7	8	9	10
WRIT- 1037	Reason & Writing 1 - Contemporary Media										
MMED 1067	Pre-Production 1										
MMED 1068	Motion Capture & Pipeline 1										
MMED 1069	3D Animation 1										
MMED 1070	Digital 2D Animation 1										
MMED 1071	3D Software 1										
GEAA-1001	General Education Elective										
Level 2											
Course Number	Course Name	1	2	3	4	5	6	7	8	9	10
COMM-3075	Communications for Media										
MMED 3050	Pre-Production 2										
MMED 3051	Motion Capture & Pipeline 2										
MMED 3052	3D Animation 2										
MMED 3053	Digital 2D Animation 2										
MMED 3054	3D Software 2										
COMM 3075	Communications for Media										
GEAA-1001	General Education Elective										
Level 3											
Course Number	Course Name	1	2	3	4	5	6	7	8	9	10
MMED 5018	Visual Effects & Simulation										
MMED 5019	Motion Capture & Pipeline 3										
MMED 5020	3D Animation 3										
MMED 5021	Digital 2D Animation 3										
INOS-1033	Game Theory										
Level 4											
Course Number	Course Name	1	2	3	4	5	6	7	8	9	10
INNV 5002	3D Animation - innovation										
DEVL 5007	Career Development										
MMED 5022	AR/VR & Mixed Reality										
MMFD 5023	Animation Client Studio										

Vocational Learning Outcomes

1	Complete both individual and collaborative interactive media projects effectively.
2	Use best practices and tools to design and develop dynamic, rich-media content.
3	Contribute to the assessment of the requirements of an interactive media project.
4	Contribute to the development, budgeting, planning and professional presentation of an interactive media project.
5	Design a media project (interface, navigation, graphics, text treatment) using current best practice design and development principles, and applying conceptual and theoretical frameworks.
6	Build effective and dynamic Web sites and/or mobile applications.
7	Identify and analyze ethical and professional issues arising in an online environment.
8	Apply research and conceptual skills to propose possible solutions for mobile/multimedia/Web development problems.
9	Use creative and critical thinking techniques in the effective design, development and implementation of an interactive media project.
10	Contribute to the assessment of the financial, technical and artistic success of an interactive media project.

Legend

- I Introductory B
- Building
- C Culminating