Reedley College
Proposed Course Modification

Course # / Title   <u>**ART 42 Computer Animation 3D**</u>

CHECK OFF SHEET
PRELIMINARY STEPS. Do before completing Course Modification Form.

(EACH BOX SHOULD BE CHECKED AS COMPLETED BEFORE SUBMISSION.)

☑ 1. Communicate with the Curriculum Chair regarding intent to modify an existing course outline (recommended, not required).

☑ 2. List term for implementation of modifications:
   [X]   Fall   <u>2010</u>   [ ]   Spring <u>   </u>   [ ]   Summer   <u>   </u>

☑ 3. Check one:
   Do not complete Fresno City College course alignment page if:
   <u> X </u>   No similar course or program at FCC.
   <u>   </u>   Course currently in common with FCC course or accepted <u>in lieu of</u> and changes <u>will not</u> affect status.

   Complete Fresno City College course alignment page if:
   <u>   </u>   Course currently in common with FCC course or accepted <u>in lieu of</u>. Changes <u>may</u> affect status. Consult with counterparts at FCC and complete alignment page
   <u>   </u>   Course not in common or accepted in lieu of but may be with proposed changes consult with FCC counterparts

☑ 4. Changes sought in the following:

   CSU General Education Code   Yes <u>   </u>   No   <u> X </u>
   Transfer Baccalaureate List   Yes <u>   </u>   No   <u> X </u>

   If yes to either, schedule an appointment with the Articulation Officer

☑ 5. Changes sought in number of repeats for credit:

   <u>   </u>   Yes
   <u> X </u>   No

   If yes, secure a **Course Repetition** form from the Curriculum Office.

PROPOSED COURSE MODIFICATION FORM

☑ Appropriate sections of Course Outline of Record completed.

FINAL steps (Do after completing Course Outline of Record)

☑ 1. <u>Signature Form</u>. Secure signatures of the Department Chair and the Associate Dean before submitting the completed course proposal to the Curriculum Office.

☑ 2. <u>Program Description</u>. Course modification will change an existing program which is or will be described in the college catalogue.

   <u>   </u>   Yes   <u> X </u>   No

   If yes, complete **Program Description Form** before submitting modification.

☑ 3. <u>Final Check</u>. All items above have been completed and checked off before modification is submitted.

Reedley College
PROPOSED COURSE MODIFICATION

All changes and modifications in the official course outline must come to the Curriculum Committee. Though minor changes may seem obvious, even these need to come to committee for information and to update the official curriculum. Changes in programs or in several department offerings should be submitted together if possible so that the whole picture is clear.

OUTLINE. Please fill in current existing course number, title, and units for course to be modified.

Department   Fine Arts & Social Sciences   Course No.   ART 42

                                                                                                      3
Course Title   Computer Animation/3D   Units   _____

                                                    Effective Date   Fall 2010

A. PROPOSED CHANGES.
(Indicate below all proposed changes to be made in the course outline.)

I. Cover Page
_____ 1. Course ID
_____ 2. Course Title
_____ 3. Units
_____ 4. Lecture/Lab Hours
_____ 5. Grading Basis
_____ 6. Entrance Skills: Basic Skills Prerequisites/Advisories
_____ 7. Subject Prerequisites/Corequisites/Advisories

_____ 8. Classification (Degree applicable, Non-degree applicable, or Pre-collegiate Basic skills)
_____ 9. General Education Pattern, Graduation Requirement, and Major Category
_____ 10. General Education Pattern/Baccalaureate (CSU)
_____ 11. Repeatability
_____ 12. Catalog Description

Other pages _____

_____ II.   Course Outcomes
_____ III. Course Objectives
_____ IV. Course Content Outline
_____ V.   Approved Readings

_____ VI.   Methods of Grading
__X__ VII. Levels of Educational Materials
Additional Pages (optional depending on course)
_____ Request for Repeatability/Limitation on Enrollment

B. DESCRIPTION OF CHANGES AND MODIFICATIONS.

ITEM NO.	CHANGED FROM	CHANGED TO	REASON
II.	See outline. Changes are highlighted.	See outline.	Consolidation of Student Learning Outcomes.

(Additional sheets may be attached if necessary.)

C.   EXPLANATIONS. If course modification results in changes in the program which will require use of the program description form, please give rationale.

Please attach the complete outline before modifications to this form. If only the first page of the outline is being modified, also attach the new first page. If other pages of the outline are being modified, please attach the complete new outline.

Reedley College
SIGNATURE FORM

Submission/Recommendation/Action

Course Department and Number: ART 42

Course Title: Computer Animation/3D

Effective Date: Fall 2010

1. **Submitted By:**   Janice Ledgerwood   **Date:**   03/12/10

2. **Reviewed by Department:**   Janice Ledgerwood   **Date:**   03/12/10
   Department Chair's Signature
   Attach department recommendation. (optional)

3. **Received/Reviewed by Dean of Instruction:**   **Date:**
   Dean's Signature

4. **Approved by Curriculum Committee on:**
   Date

   Curriculum Committee Chair   **Date**

   Vice President of Instruction   **Date**

5. **Reviewed by Articulation Officer:**
   Date:

   CSU GE Code submitted for articulation:

CREDIT COURSE OUTLINE

I. COVER PAGE

(1) Course ID: ART 42   (2) Course Title: Computer Animation/3D   (3) Units: 3.0

(4) Lecture / Lab Hours:			(8)Classification:		
Semester course					
Hours per week	Lec hrs:	2			
	Lab hrs:	4	Degree applicable:		x
Lab will generate _____ hour(s) per week outside work.			Non-degree applicable:		
Short-term course:			Pre-collegiate basic skills:		
Hours per course	Lec hrs:				
	Lab hrs:		(9)RC Fulfills AS/AA degree requirement: (area)		
Lab will generate _____ total hour(s) outside work.			General education category:		
(5)Grading Basis:	Grading scale only				
	CR/NC option	x	Major: _____ Art		
	CR/NC only				

(6)Basic Skills Prerequisites:	(10)CSU: Baccalaureate:	x
	(11) Repeatable: (A course may be repeated three times)	3
Basic Skills Advisories: Eligibility for ENGL 125, ENGL126 and MATH 101		

(7)Subject Prerequisites: ART 37A or ART 38	CATID: 131045.02	Org Code: 244010
	Tops Code: 1002.00	SAM Priority: E
	VEA Code: N	Course LHE: 5.0
Subject Corequisites:	Effective Date: Spring 2002	Replaces: 131045.01 (repeats)
Subject Advisories:	CSU GE Code: F	Replaced by: Date:

(12)Catalog Description:

==This course is an introduction to 3D computer animation and modeling on the computer. Projects such as creating 3D still images and 3D animations will be assigned.==

03/08

II. COURSE OUTCOMES:

(Specify the learning skills the student demonstrates through completing the course and link critical thinking skills to specific course content and objectives.)

Upon completion of this course, students will be able to:

    A.   Create a portfolio of artwork demonstrating a basic level proficiency in 3D computer animation addressing issues of form and content.
    B.   Demonstrate comprehension of the visual vocabulary of art through the creation of 3D computer generated artwork.
    C.   Critique works of 3D computer animation.

III. COURSE OBJECTIVES:

(Specify major objectives in terms of the observable knowledge and/or skills to be attained.)

1.   Develop a working knowledge of a 3D animation software program. A mastery of the following basic techniques will be addressed: 3D modeling, scene creation, animation, and rendering.
2.   Complete a 3D animation semester project that includes using the above program skills and story boarding, research, generation of 3D images through the modeling process, animation of modeled figures, scene objects, camera angles and lighting.
3.   Present 3D animation semester project to the class at the final critique
4.   Create a personal artistic 3D and animation statement based on integration of formal and conceptual contemporary art issues.

IV. COURSE CONTENT OUTLINE:

I.   Introduction to 3D animation computer skill development
    A.   Creating a scene
        1.   Creating objects
        2.   Rotation of objects
        3.   Scene objects
            a.   sky
            b.   floor
        4.   Text placement ad positioning
    B.   Applying materials to the scene
        1.   Scene objects
        2.   Objects
        3.   Text
    C.   Lighting
    D.   Rendering
    E.   Animation
        1.   Key frame animation
        2.   Time line animation
        3.   Animating paths
        4.   Animating lights
        5.   Animating textures
        6.   Animating a camera
    F.   Modeling
    G.   Inverse kinematics
    H.   Free form deformation

II.   Implementing, Modeling, Rendering and Animation Skills to Individual Project Development
    A.   Modeling and scene development for project
    B.   Rendering
    C.   Animation
    D.   Completion of individual project

V. APPROPRIATE READINGS

Reading assignments may include but are not limited to the following:

1. Text (sample):

- Call, Anson. <u>Cinema 4D R10 Handbook</u>, Charles River Media, , ISBN 1584505222, 2007
- Mitchell, Larry. <u>C4D 9.5 Real-World Animation Production</u>, Charles River Media, ISBN 1584504374, 2006
- Powers, Anne. <u>Cinema 4D, 2e: The Artist's Project Sourcebook</u>, Focal Press, ISBN 024080953X, 2007
- von Koenigsmarck, Arndt. <u>Cinema 4D 10 Workshop</u>, Focal Press, ISBN 024081195X, 2007

X	Global or international materials or concepts are appropriately included in this course
	Multicultural materials and concepts are appropriately included in this course.

If either line is checked, write a paragraph indicating specifically how global/international and/or multicultural materials and concepts relate to content outline and/or readings.

The multi-cultural world is examined through the language of animation and storytelling produced by various cultures and sub-cultures. The skills of the student to effectively produce a computer animation are fostered and developed in reference to a multi-cultural world.

VI. METHODS TO MEASURE STUDENT ACHIEVEMENT AND DETERMINE GRADES:

Students in this course will be graded in at least one of the following four categories. Please check those appropriate. A degree applicable course must have a minimum of one response in category A, B or C.

A. Writing			
	Check either 1 or 2 below		
	1.	*Substantial writing assignments are required. Check the appropriate boxes below and provide a written description in the space provided.*	
X	*2.*	*Substantial writing assignments are NOT required. If this box is checked leave this section blank. For degree applicable courses you must complete category B and/or C.*	
	a. essay exam(s)		d. written homework
	b. term or other papers(s)		e. reading reports
	c. laboratory reports		f. other (specify)

Required assignments may include but are not limited to the following:

B. Problem Solving			
1. Computational or non-computational problem-solving demonstrations, including:			
x	a. exam(s)		d. laboratory reports
x	b. quizzes		e. field work
	c. homework problems		f. other (specify)

Required assignments may include, but are not limited to the following:

1. Students will create 3D animation projects that include preparing and modeling figures, scene creation, scene objects, camera angles, lighting, and rendering.
2. Software navigational exams will be given which require students to achieve the completion of a short animation project by using the software without assistance. This ensures that students are able to apply necessary navigational trial-and-error process skills in solving step-by-step problems.
3. Written quizzes and tests are given.

C. Skill demonstrations, including:			
x	a. class performance(s)		c. performance exam(s)
	b. field work	x	d. other (specify **Internet Research**

Required assignments may include, but are not limited to the following:

1. Demonstration of effective use of interactive compositional skills occur during daily lab practice with the manipulation of 3D animations.

2. Computer performance exams measure students skill mastery.

3. Group critique sessions offer students a model and practice of effective use of vocabulary in the analysis of animation principles.

4. Daily classroom assignments address skill development in 3D animation software use and basic computer concepts.

D. Objective examinations, including:			
x	a. multiple choice	x	d. completion
x	b. true/false	x	e. other (specify) **Computer exam***
x	c. matching items		**tested on ability to manipulate the 3D animation program using the computer*

Description/Explanation: Based on the categories checked, it is the recommendation of the department that the instructor's grading methods fall within the following departmental guidelines; however, the final method of grading is still at the discretion of the individual instructor. The instructor's syllabus must reflect the criteria by which the student's grade has been determined. (A minimum of five (5) grades must be recorded on the final roster.)

If several methods to measure student achievement are used, indicate here the approximate weight or percentage each has in determining student final grades.

30% Quizzes and tests
40% Tutorials, projects, assignments
30% Final 3D animation project

| Course ID: ART 42 | Course Title: Computer Animation/3D |

VII. EDUCATIONAL MATERIALS

For degree applicable courses, the adopted texts, as listed in the college bookstore, or instructor-prepared materials have been certified to contain college-level materials.

Validation Language Level (check where applicable):	College-Level Criteria Met	
	Yes	No
Textbook	x	
Reference materials	x	
Instructor-prepared materials	x	
Audio-visual materials	x	

Indicate method of evaluation:		
x	Used readability formulae (grade level 10 or higher)	
x	Text is used in a college-level course	
	Used grading provided by publisher	
	Other: (please explain; relate to Skills Levels)	

Computation Level (Eligible for MATH 101 level or higher where applicable)		

Content		
Breadth of ideas covered clearly meets college-level learning objectives of this course	x	
Presentation of content and/or exercises/projects:		
Requires a variety of problem-solving strategies including inductive and deductive reasoning.	x	
Requires independent thought and study	x	
Applies transferring knowledge and skills appropriately and efficiently to new situations or problems.	x	

List of Reading/Educational Materials
1. Text (sample):

Call, Anson. Cinema 4D R10 Handbook, Charles River Media, , ISBN 1584505222, 2007
Mitchell, Larry. C4D 9.5 Real-World Animation Production, Charles River Media, ISBN 1584504374, 2006
Powers, Anne. Cinema 4D, 2e: The Artist's Project Sourcebook, Focal Press, ISBN 024080953X, 2007
von Koenigsmarck, Arndt. Cinema 4D 10 Workshop, Focal Press, ISBN 024081195X, 2007

Comments:

	This course requires special or additional library materials (list attached).
x	This course requires special facilities: computer lab

TARGET COURSE   **ART 42**   **Computer Animation/3D**
_____   _____   _____
                    Number   Title

BASIC SKILLS ADVISORIES PAGE   The skills listed are those needed for Aeligibility for English 125, 126, and Math 101.@   These skills are listed as the outcomes from English 252, 262, and Math 250.   In the right hand column, list at least <u>three</u> major basic skills needed at the beginning of the target course and check off the corresponding basic skills listed at the left.

Math Skills (eligibility for Math 101) (as outcomes for Math 250)	1. Ability to understand and calculate file sizes for use in scanning and printing.
__x__ Performing the four arithmetic operations on whole numbers, arithmetic fractions, and decimal fractions.	2. Ability to relate measurements and percentages to megabytes and pixels per inch.
__x__ Making the conversions from arithmetic fractions to decimal fractions, from decimal fractions to percents, and then reversing the process.	
__x__ Applying the concepts listed above to proportions, percents, simple interest, markup and discount.	3. Ability to calculate relative proportions of various images to one another.
__x__ Applying the operations of integers in solving simple equations.	
__x__ Converting between the metric and English measurement systems	

Reading Skills (eligibility for English 126) (as outcomes for English 262)	1. Ability to comprehend the material in college level tutorial text.
__x__ Using phonetic, structural, contextual, and dictionary skills to attack and understand words.	2. Ability to understand technical terms and their use.
__x__ Applying word analysis skills to reading in context.	
__x__ Using adequate basic functional vocabulary skills.	3. Ability to interpret written directions into visual applications.
__x__ Using textbook study skills and outlining skills.	
__x__ Using a full range of literal comprehension skills and basic analytical skills such as predicting, inferring, concluding, and evaluating.	

Writing Skills (eligibility for English 125) (as outcomes for English 252)	1. Ability to write college level reports.
__x__ Writing complete English sentences and avoiding errors most of the time.	2. Ability to express in writing information learned from lectures and tutorials.
__x__ Using the conventions of English writing: capitalization, punctuation, spelling, etc.	
__x__ Using verbs correctly in present, past, future, and present perfect tenses, and using the correct forms of common irregular verbs.	3. Ability to relate computer information and terms into written form.
__x__ Expanding and developing basic sentence structure with appropriate modification.	
__x__ Combining sentences using coordination, subordination, and phrases.	
__x__ Expressing the writer's ideas in short personal papers utilizing the writing process in their development.	

<u>Check the appropriate spaces.</u>
_____   Eligibility for Math 101 is **advisory** for the target course.
_____   Eligibility for English 126 is **advisory** for the target course.
_____   Eligibility for English 125 is **advisory** for the target course.
   If the reviewers determine that an advisory or advisories in Basic Skills are all that are necessary for success in the target course, stop here, provide the required signatures, and forward this form to the department chair, the appropriate associate dean, and the curriculum committee.

Content review completed by   Janice Ledgerwood _____   Date   03/12/10

TARGET COURSE   **ART 42**   **Computer Animation/3D**
                        Number   Title

CONTENT REVIEW FOR ALL COURSES IN ADDITION TO BASIC SKILLS COURSES
List in Column 1 at least **three specific major concepts, skills, or kinds of knowledge that a student will learn in the pre- or corequisite or advisory course that are essential to the successful completion in the target course.** In Column 2, state why the skill in Column 1 is essential in relation to the content listed in the course outline of the target course.

COLUMN 1: Concepts, Skills, Kinds of Knowledge	**COLUMN 2:** Specifically how this is necessary in the target course

(List each prerequisite or advisory separately here. If you need more space, attach a second page B. Be sure to explain each course in Column 2.)
 	
Name of prerequisite or advisory course:
 	
 ART 37A
Concepts, skills, etc. (List these.)
 	
1. Introduction to the computer, knowledge and understanding of navigating, file management (resolution and file size), saving
 	
2. Discuss basic concepts of computer imaging:
   A. Visual elements and principles of design
   B. Applications of computer technology
 	
3. Demonstrate an understanding of bitmap and vector images
 	
4. Demonstrate understanding of image composition as a process involving idea (planning and technique), skill and evaluation
	1. Multimedia projects in ART 42 are of a more advanced nature and build upon principles taught in ART 37A.
	
	2. New vocabulary and concepts introduced in ART 42 reinforce and develop further the foundational understanding of the 2D software program taught in ART 37A.
	
	3. Multimedia computer graphics involved the integration and proper use of bitmap or vector images.
	
	4. Multimedia graphics composition involves integration of two-dimensional images, planning overall presentation and ability to expand two-dimensional images into animation and non-linear interactive productions.

If the courses listed in Column 1 are advisory, complete the information below and do not go on to the next page.

Advisory course(s): _____

Content review completed by _____   03/12/10
                              Janice Ledgerwood   Date

V-P's Signature   _____
                                                        Date

ESTABLISHING PREREQUISITES OR COREQUISITES

Every prerequisite or corequisite requires content review plus justification of *at least one* of the **seven** kinds below. Prerequisite courses in communication and math outside of their disciplines require justification through statistical evidence. **Kinds of justification that may establish a prerequisite are listed below.**

The target course   **ART 42**   **Computer Animation/3D**
                Number   Title

The *proposed* requisite course   **ART 37A**   **Computerized Visual Art**
                                    Number   Title

Check one of the following that apply. Documentation may be attached.

1. _____ The prerequisite/corequisite is required by law or government regulations.
Explain or cite regulation numbers:

2. _____ The health or safety of the students in this course requires the prerequisite.
Justification: Indicate how this is so.

3. _____ The safety or equipment operation skills learned in the prerequisite course are required for the successful or safe completion of this course.
Justification: Indicate how this is so.

4. _____ The prerequisite is required in order for the course to be accepted for transfer to the UC or CSU systems.
Justification: Indicate how this is so.

5. _____ Significant statistical evidence indicates that the absence of the prerequisite course is related to unsatisfactory performance in the target course.
Justification: Cite the statistical evidence from the research.

6. _____ The prerequisite course is part of a sequence of courses within or across a discipline.

7. __x__ Three CSU/UC campuses require an equivalent prerequisite or corequisite for a course equivalent to the target course:

CSU/UC CAMPUS	COURSE DEPT/NO.	PRE/COREQUISITE NO.
Chico	CDES 270A Intro Multimedia Design and Develop	Basic computer literacy
Cal Poly	ART 483 Video and Multimedia Production	ART 323 Intro to Digital Image-Making
Cal State Long Beach	ART 406B Advanced Digital Imagery for the ARTS	ART 406A Digital Imagery for the ARTS

Explanation or justification: (Attach information if necessary.)

The __x__ prerequisite _____ corequisite   **ART 37A**   Computerized Visual Art
                                           Number   Title

has been justified for   ART 42   Computer Animation/3D
                       Target course Number   Title

Discipline faculty members: Dent, King, Ledgerwood, Masterson, Norton.

Department Chair: Janice Ledgerwood   Dean: Tom West

Approved by Curriculum Committee: _____ _____
                                                  Curriculum Chair   Date

                                     _____ _____
                                         Vice President of Instruction   Date

TARGET COURSE   **ART 42**   **Computer Animation/3D**
               Number   Title

CONTENT REVIEW FOR ALL COURSES IN ADDITION TO BASIC SKILLS COURSES
List in Column 1 at least **three specific major concepts, skills, or kinds of knowledge that a student will learn in the pre- or corequisite or advisory course that are essential to the successful completion in the target course.** In Column 2, state why the skill in Column 1 is essential in relation to the content listed in the course outline of the target course.

COLUMN 1: Concepts, Skills, Kinds of Knowledge	**COLUMN 2:** Specifically how this is necessary in the target course

(List each prerequisite or advisory separately here. If you need more space, attach a second page B. Be sure to explain each course in Column 2.)
 	
Name of prerequisite or advisory course:
 	
ART 38 ___
Concepts, skills, etc. (List these.)
 	
1. Introduction to the computer, knowledge and understanding of navigating, file management (resolution and file size), saving
 	
2. Discuss basic concepts of computer imaging:
   A. Visual elements and principles of design
   B. Applications of computer technology
 	
3. Demonstrate an understanding of bitmap and vector images
 	
4. Demonstrate understanding of image composition as a process involving idea (planning and technique), skill and evaluation
	1. Multimedia projects in ART 42 are of a more advanced nature and build upon principles taught in ART 38
	
	2. New vocabulary and concepts introduced in ART 42 reinforce and develop further the foundational understanding of the 2D software program taught in ART 38
	
	3. Multimedia computer graphics involved the integration and proper use of bitmap or vector images.
	
	4. Multimedia graphics composition involves integration of two-dimensional images, planning overall presentation and ability to expand two-dimensional images into animation and non-linear interactive productions.

If the courses listed in Column 1 are advisory, complete the information below and do not go on to the next page.

Advisory course(s): _____

Content review completed by _____   03/12/10
                          Janice Ledgerwood   Date

V-P's Signature _____
                                                        Date

Please forward this completed form to the Curriculum Committee.

ESTABLISHING PREREQUISITES OR COREQUISITES

Every prerequisite or corequisite requires content review plus justification of *at least one* of the **seven** kinds below. Prerequisite courses in communication and math outside of their disciplines require justification through statistical evidence. **Kinds of justification that may establish a prerequisite are listed below.**

The target course   **ART 42**   **Computer Animation/3D**
                     Number   Title

The *proposed* requisite course   **ART 38**   **Computer Digital Imaging**
                               Number   Title

Check one of the following that apply. Documentation may be attached.

1._____   The prerequisite/corequisite is required by law or government regulations.
              Explain or cite regulation numbers:

2._____   The health or safety of the students in this course requires the prerequisite.
              Justification: Indicate how this is so.

3._____   The safety or equipment operation skills learned in the prerequisite course are
              required for the successful or safe completion of this course.
              Justification: Indicate how this is so.

4._____   The prerequisite is required in order for the course to be accepted for transfer to
              the UC or CSU systems.
              Justification: Indicate how this is so.

5._____   Significant statistical evidence indicates that the absence of the prerequisite
              course is related to unsatisfactory performance in the target course.
              Justification: Cite the statistical evidence from the research.

6._____   The prerequisite course is part of a sequence of courses within or across a
              discipline.

7.___**x**___   Three CSU/UC campuses require an equivalent prerequisite or corequisite for a
              course equivalent to the target course:

CSU/UC CAMPUS	COURSE DEPT/NO.	PRE/COREQUISITE NO.
Chico	CDES 270A Intro Multimedia Design and Develop	Basic computer literacy
Cal Poly	ART 483 Video and Multimedia Production	ART 323 Intro to Digital Image-Making
Cal State Long Beach	ART 406B Advanced Digital Imagery for the ARTS	ART 406A Digital Imagery for the ARTS

Explanation or justification: (Attach information if necessary.)

The   **x**   prerequisite   _____ corequisite   **ART 38**   **Computerized Visual Art**
                                              Number   Title

has been justified for   ART 42   Computer Animation/3D
                         Target course Number   Title

Discipline faculty members: Dent, King, Ledgerwood, Masterson, Norton.

Department Chair: Janice Ledgerwood   Dean: Tom West

Approved by Curriculum Committee:

                                                    Curriculum Chair   Date

                                        Vice President of Instruction   Date

REQUEST FOR COURSE REPEATABILITY
(For reasons other than alleviating substandard work)

Course ID: ART 42	Course Title: Computer Animation/3D	Date: 03/03/08
Number of times course may be repeated, excluding initial enrollment (1, 2, or 3):		3
or		
Maximum units to which course may be repeated, including initial enrollment:		

The following information is required under Title V, Part VI, Section 58161

1. Explain how the course content differs each time it is offered:

Digital imaging software continually changes. Students seeking employment in computer art must have skills using the most current software versions. Serious students also need the opportunity to apply technical skills to advanced projects for use in job portfolios.

2. Using reasons "A" or "B" listed below, explain how the student, by repeating this course will gain an expanded educational experience (A or B):

x	A. Skills or proficiencies are enhanced by supervised repetition and practice within class periods. Explanation:

Digital imaging software is complex. Each time a course is repeated the students skills are enhanced. Employment opportunities increase with greater technical and design proficiencies. Computer skills are learned through direct experience, repetition, and application.

	B. Active Participatory experience in individual study or group assignments is the basic means by which learning objectives are attained. Explanation: