

# VCA 246 - INTERACTIVE ANIMATION II

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- Frame useful questions for developing technical skills.
- Interact constructively during critiques and discussions.

## Course Description

This course will focus on the advanced exploration of interactive navigation, animation and storytelling that is created for and exists on the web. Advanced Design theory, greater interactivity, file architecture, web loading, hosting and uploading for Animate and more exposure to Motion software will emphasize creative and narrative language. Students should be self-motivated, this advanced section involves independent projects.

Group 2 course.

## Credit Hours

3

## Contact Hours

4

## Lab Hours

4

## Required Prerequisites

VCA 146

## Recommended Prerequisites or Skills Competencies

Intermediate to advanced understanding of bitmap or vector drawing, typography and the Macintosh platform.

## General Education Outcomes supported by this course

Communications - Direct, Critical Thinking - Direct

## Course Learning Outcomes

### Knowledge:

- Demonstrate advanced animation techniques; both traditional and digital.

### Application:

- Develop animation projects from idea conception to product completion.
- Create projects using computers and computer peripherals.
- Integrate course concepts into advanced interactive assignments.

### Integration:

- Package animation projects using industry standard format(s).

### Human Dimension:

- Use the content in this course to inform and help others and themselves.
- Critique projects with peers and others.

### Caring - Civic Learning:

- Express an appreciation for animated products.
- Identify technical skills required of members in animation development teams.

### Learning How to Learn: