Sheridan

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Sheridan College Institute of Technology and Advanced Learning
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Submission:
Bridging Program for
Bachelor of Applied Arts (Animation)

Bachelor of Applied Arts (Animation)
Appendix 5.2.3: Degree Completion Arrangements

Introduction

Policies and procedures relating to credit transfer, including any bridging requirements for diploma to degree laddering, will ensure that the degree level standard and program learning outcomes are met. In such cases, if transfer credits are awarded for learning done at a post-secondary institution that is not:

  i.   a Canadian institution empowered to award degrees either on the basis of their own status or ministerial consent; or
  ii. a degree granting institution recognized by the U.S. Department of Education or by an accrediting agency which itself is accredited by the Council of Higher Education Accreditation in the United States; or
  iii. a degree granting institution from another jurisdiction which has similar accreditation status,

then the College will ensure that the content and outcomes of the studies for which transfer credit is being awarded have a substantial academic affinity with the proposed program and are at the degree level.

Degree Completion for Graduates of Ontario College Programs

Two degree completion arrangements have been designed for bridging between:

  i.   Graduates of Ontario College Advanced Diplomas – Animation (MTCU Code 61901), who graduated as of 2008, and
  ii. Graduates of Ontario College Advanced Diplomas – Animation (MTCU Code 61901), who graduated before 2008

Eligibility

Completion of an Ontario Advanced College Diploma in Animation (MTCU Code 61901) with a GPA of 2.4 or better.

Bridging Components

Diploma students will be required to take between 85 and 100 credits to complete the degree. Once a bridging student has completed the bridging requirements, he/she would enter into the third year of the BAA (Animation).

In the final stages of the gap analysis the development team tried to articulate the difference between a graduate of the advanced diploma program and a graduate of the degree. The team described a graduate of the diploma as a craftsperson or storyteller. On the other hand, film maker or auteur were the descriptors used for a graduate from the degree program. The bridging requirements for the degree clearly reflect these differences.

There are five components for bridging:
1. Core courses
2. Bridging courses
3. Required Breadth courses
4. Elective Breadth courses
5. Work placement

Table 5.2.3.1 indicates the courses that bridging students are required to take and the credit value of the courses.

Table 5.2.3.1 – Summary of Degree Completion Requirements

Courses from the BAA (Animation)			Bridging Requirements for Graduates of :	
			(MTCU code 61901) Advanced Diploma in Animation	
			Fall 2008 Forward	*Prior to Fall 2008*
Semester	**Core Courses:**	Credits	51 Credits	66 Credits
1	ANIM10009 Introduction to Digital Tools	3		X
2	ANIM10036 Digital Methodologies: 2D Animation	3		X
3	ANIM20065 Digital Methodologies: Dialogue, Music and Sound Effects	3		X
4	ANIM28448 Digital Methodologies: 3D Modeling	3		X
4	ANIM25586 Digital Painting and Layout	3		X
5	ANIM37370 Continuity, Design and Figurative Performance	3	X	X
5	ANIM36529 Animation: Classical and Stop Motion	6	X	X
5	ANIM30102 Storyboarding: Advanced Story Structure	3	X	X
5	ANIM30408 Layout and Art Direction	3	X	X
5	ANIM33431 Digital Methodologies: 3D Animation	3	X	X
6	ANIM37721 Exploring Character and Costume	3	X	X
6	ANIM30123 Animation Production	3	X	X
6	ANIM30261 Storyboarding: Project Development	3	X	X
6	ANIM30146 Layout and Production	3	X	X
6	ANIM34310 Digital Methodologies: Character Rigging and Setup	3	X	X
7	ANIM44310 Advanced Figure Drawing and Art Direction	3	X	X
7	ANIM45436 Senior Animation Project	6	X	X
8	ANIM47028 Capstone Animation Project	9	X	X
Bridging Courses			10 Credits	10 Credits
NA	ANIM18263 Life Drawing and Performance	3	X	X
NA	ANIM18823 Animation and Narrative	3	X	X

Courses from the BAA (Animation)			Bridging Requirements for Graduates of :	
			(MTCU code 61901) Advanced Diploma in Animation	
			Fall 2008 Forward	*Prior to Fall 2008*
NA	ANIM10025 Constructs in Layout and Painting	4	X	X
Required Breadth Courses			18 Credits	18 Credits
1	ENGL17889GD Composition and Rhetoric	3	X	X
2	ANIM19599GD Animation History (Linked Breadth)	3	X	X
3	HIST 18653GD Art in a Social and Cultural Context	3	X	X
4	HIST 10101GD History of Film	3	X	X
5	HUMN27198GD Studies of Character and Culture	3	X	X
6	CULT14717GD Music: Structure and Culture	3	X	X
Breadth Electives			12 Credits	12 Credits
7 & 8	4 Breadth courses (students choose)	3	X	X
Work Placement			0 Credits	0 Credits
	COWT10023 Co-op Forum (Degree Programs)		X	X
5	COWT18888 – Co-op Work Term (Degree Programs)*	0	X	X
Total credits required for bridging			91 credits	106 credits
Percentage of degree completed within diploma program			41.3%	31.6%

Appendix 5.2.4: Gap Analysis

Introduction

Separate gap analyses were completed for the following diplomas:

1.   Animation (MTCU code 61901) – all applicable colleges, post 2008
2.   Animation (MTCU code 61901) – all applicable colleges, pre 2008

Table 5.2.4.1 - Gap Analysis - Animation (MTCU code 61901) – Post 2008

A gap analysis based on the program learning outcomes for the Ontario Advanced College Diploma – Animation (MTCU code 61901) and the program learning outcomes for the BAA (Animation) was conducted. The program learning outcomes used were revised in the Fall of 2008.

Table 5.2.4.2 - Gap Analysis - Animation (MTCU code 61901) – Pre 2008

A gap analysis based on the program learning outcomes for the Ontario Advanced College Diploma – Animation (MTCU code 61901) and the program learning outcomes for the BAA (Animation) was conducted.   The program learning outcomes were effective until Fall 2008 when they were replaced by the program learning outcomes from the analysis above.

General Results

In the final stages of the gap analysis the development team tried to articulate the difference between a graduate of the advanced diploma program and a graduate of the degree. The team described a graduate of the diploma as a craftsperson or storyteller. On the other hand, film maker or auteur were the descriptors used for a graduate from the degree program. The bridging requirements for the degree clearly reflect these differences.

Based on all the gap analysis, students entering into the proposed degree will enter into Year 3 of the program. This allows them to participate in the group and individual film making projects.

Students entering the program who graduated from a diploma *Post 2008* would be required to complete a bridge consisting of:

Bridging Semester	ANIM18263 Life Drawing and Performance (bridging course)	ANIM18823 Animation and Narrative (bridging course)	ANIM10025 Constructs in Layout and Painting (bridging course)	ENGL17889GD Composition and Rhetoric	ANIM19599GD Animation History	HIST18653GD Art in a Social and Cultural Context	HIST 10101GD History of Film
22crs	3cr	3crs	4cr	3cr	3cr	3cr	3cr

On successful completion of the bridge, they would enter into Year Three (semester 5) of the program.

Students entering the program who graduated from a diploma *Pre 2008* would be required to complete a bridge consisting of:

Semester 1	**ANIM18823** Animation and Narrative *(bridging course)*	**ANIM10025** Constructs in Layout and Painting *(bridging course)*	**ANIM10009** Introduction to Digital Tools (note: compressed delivery)	**ANIM10036** Digital Methodologies: 2D Animation (note: compressed delivery)	**ENGL17889GD** Composition and Rhetoric	**HIST18653GD** Art in a Social and Cultural Context
19cr	3cr	4crs	3cr	3crs	3crs.	3cr
Semester 2	**ANIM18263** Life Drawing and Performance (*bridging course*)	**ANIM25586** Digital Painting and Layout	**ANIM28448** Digital Methodologies: 3D Modeling (note: compressed delivery)	**ANIM20065** Digital Methodologies: Dialogue, Music and Sound Effects (note: compressed delivery)	**ANIM19599GD** Animation History	**HIST10101GD** History of Film
19cr	3cr	4cr	3cr	3cr	3cr	3cr

On successful completion of the bridge, they would enter into Year Three (semester 5) of the program.

BAA Animation Program Map (beginning Academic Year 2008 – 2009)

STREAMS	LIFE DRAWING	SENIOR ANIMATION PROJECT					BREADTH	
Semester 8 JANUARY		ANIM47028 Capstone Animation Project (includes a Life Drawing component for portfolio development that adds 3 credits to the project but no hours) NOTE: Only 4 contact hours					Breadth Elective	Breadth Elective
15 Crs/10 Hrs		9 Crs./4 Hrs.					3 Crs./3 Hrs.	3 Crs./3 Hrs.
Prerequisites		ANIM45436						
Semester 7 SEPTEMBER	ANIM44310 Advanced Figure Drawing and Art Direction	ANIM45436 Senior Animation Project NOTE: Only 5 contact hours					Breadth Elective	Breadth Elective
15 Crs/14 Hrs	3 Crs./3 Hrs.	6 Crs./5 Hrs.					3 Crs./3 Hrs.	3 Crs./3 Hrs.
Prerequisites	ANIM37721	ANIM30123, ANIM30261, ANIM30146						
WORKTERM MAY	COWT18888 – Co-op Work Term (Degree Programs)							
Prerequisite	COWT10023							

STREAMS	LIFE DRAWING	ANIMATION	STORY	LAYOUT	DIGITAL	OTHER	BREADTH	
Semester 6 JANUARY	ANIM37721 Exploring Character and Costume	ANIM30123 Animation Production	ANIM30261 Storyboarding: Project Development	ANIM30146 Layout and Production	ANIM34310 Digital Methodologies: Character Rigging and Setup		CULT14717GD Music: Structure and Culture	
18 Crs/18 Hrs	3 Crs./3 Hrs.	3 Crs./3 Hrs.	3 Crs./3 Hrs.	3 Crs./3 Hrs.	3 Crs./3 Hrs.		3 Crs./3 Hrs.	
Prerequisites	ANIM37370	ANIM36529	ANIM30102	ANIM30408	ANIM33431			
Semester 5 SEPTEMBER	ANIM37370 Continuity, Design and Figurative Performance	ANIM36529 Animation: Classical and Stop Motion	ANIM30102 Storyboarding: Advanced Story Structure	ANIM30408 Layout and Art Direction	ANIM33431 Digital Methodologies: 3D Animation	COWT10023 Co-op Forum (Degree Programs)	HUMN27198GD Studies of Character and Culture	
21 Crs/21 Hrs	3 Crs./3 Hrs.	6 Crs./6 Hrs.	3 Crs./3 Hrs.	3 Crs./3 Hrs.	3 Crs./3 Hrs.		3 Crs./3 Hrs.	
Prerequisites	ANIM22350	ANIM20036	ANIM20016	ANIM25586	ANIM28448			
Semester 4 JANUARY	ANIM22350 Exploration of Figure Analysis	ANIM20036 Animation: Dialogue and Design	ANIM20016 Sequential Narrative and Performance	ANIM25586 Digital Painting and Layout	ANIM28448 Digital Methodologies: 3D Modeling		HIST10101GD History of Film	
23 Crs/23 Hrs	3 Crs./3 Hrs.	5 Crs./5 Hrs.	5 Crs./ 5Hrs.	4 Crs./4 Hrs.	3 Crs./3 Hrs.		3 Crs./3 Hrs.	
Prerequisites	ANIM28263	ANIM27198	ANIM20146	ANIM26859	ANIM20065			
Semester 3 SEPTEMBER	ANIM28263 Intermediate Figure Analysis	ANIM27198 Action Analysis: Animation and Design	ANIM20146 Storyboarding: Creative Structures	ANIM26859 Visual Development: Layout and Painting	ANIM20065 Digital Methodologies: Dialogue, Music and Sound Effects		HIST18653GD Art in a Social and Cultural Context	
21 Crs/21 Hrs	3 Crs./3 Hrs.	5 Crs./5 Hrs.	3Crs./3 Hrs.	4 Crs./4 Hrs.	3 Crs./3 Hrs.		3 Crs./3 Hrs.	
Prerequisites	ANIM13672	ANIM10082	ANIM10172	ANIM19014	ANIM10036			

Semester 2 JANUARY	ANIM13672 Introduction to Dynamic Anatomy	ANIM10082 Animation Principles 2	ANIM10172 Story and Sequential Narrative	ANIM19014 Drawing for Layout	ANIM10036 Digital Methodologies: 2D Animation		ANIM19599GD Animation History (Linked Breadth)	
21 Crs/21 Hrs	3 Crs./3 Hrs.	5 Crs./5 Hrs..	3 Crs./3 Hrs.	4 Crs./4 Hrs.	3 Crs./3 Hrs.		3 Crs./3 Hrs.	
Prerequisites	ANIM10102	ANIM13921	ANIM17198	ANIM18081	ANIM10009			
Semester 1 SEPTEMBER	ANIM10102 Introduction to Life Drawing	ANIM13921 Animation Principles 1	ANIM17198 Visual Concepts	ANIM18081 Introduction to Dimensional Drawing	ANIM10009 Introduction to Digital Tools		ENGL17889GD Composition and Rhetoric	
21 Crs/21 Hrs	3 Crs./3 Hrs.	5 Crs./5 Hrs.	3 Crs./3 Hrs.	4 Crs./4 Hrs.	3 Crs./3 Hrs.		3 Crs./3 Hrs.	

Breadth Hours: 149 x .2 = 29.8; 3 x 10 = 30 hours (9 Breadth + 1 Linked Breadth)
Breadth: 10 courses x 3 Crs. = 30 Crs./149 Hrs. = 20.1%

Table 5.2.4.1 Gap Analysis – Sheridan BAA (Animation) to Animation Diplomas (MTCU code 61901) – Post 2008

Degree Learning Outcomes Critical to the Stream of Learning	Diploma Learning Outcomes Critical to the Stream of Learning	Gap in Knowledge and Skills	Plans for Remediation of Gap
Animation Stream			
Program critical performance: By the end of the program, the graduate will have demonstrated the ability to create quality animation performance through a creative and professional portfolio using principles of animation, drawing, design, cinematic storytelling, artistic expertise and innovation. The graduate will have exhibited a personal and professional commitment to artistic growth and cultural literacy that conveys passion, confidence, a collaborative and independent spirit, refined communications skills, and the adaptability to work within a dynamic animation community. 1. Communicate ideas, believable action and emotion effectively by employing principles of animation and performance in all aspects of drawing 2. Create animated sequences from the development of the original concept through design to final film or video production. 3. Integrate the concepts, principles and theories involved in the physics of animation in all aspects of drawing. 5. Create 2D and 3D characters and environments that reflect the integration of graphic clarity, design principles, performance principles and theoretical constructs. 6. Create an animated film incorporating a range of artistic styles and techniques, reflecting the principle that form follows function. 10. Collaborate effectively with peers on film projects. 12. Communicate ideas, emotion and intent effectively in visual, oral and written forms. 13. Generate work that reflects initiative, creativity, adaptability	1. Apply the basic principles of animation, characterization, human and cartoon anatomy to hand drawn and computer generated animation. 2. Draw believable animation that creates the illusion of movement. 3. Employ design and performance principles in the creation of 2D and 3D characters and layouts. 4. Develop believable animation sequences for use in an animated student film. 5. Use aspects of cinematography, art direction, and editing in the development of an animated student film project. 6. Meet timelines required for the successful design and development of student animated projects. 8. Solve problems in design, layout, animation, and narrative.	***Learning Outcomes:*** 10. Collaborate effectively with peers on film projects. *Specifically:* • *the work done to produce a final film* 12. Communicate ideas, emotion and intent effectively in visual, oral and written forms. *Specifically:* • *written communications* ***Furthermore, the degree program would emphasize the following competencies:*** • Research and written communication • Integration of theoretical constructs • Critical thinking and problem	***Required core course(s):*** ANIM36529 Animation: Classical and Stop Motion ANIM30123 Animation Production ANIM45436 Senior Animation Project ANIM47028 Capstone Animation Project ***Required bridging course(s):*** ANIM18823 Animation and Narrative

Degree Learning Outcomes Critical to the Stream of Learning	Diploma Learning Outcomes Critical to the Stream of Learning	Gap in Knowledge and Skills	Plans for Remediation of Gap
and personal style. 14. Create animation that incorporates the basic principles of constructive anatomy and drawing using economy of expression. 15. Incorporate technology effectively in the development of animation projects.	9. Use animation as a means of visual communication that elicits a response from the intended audience. 10. Apply the basic elements of storytelling and performance to an animated film project. 11. Apply a range of artistic styles and techniques in character design packs and in animated student film projects. 12. Use technology in the design and development of animation projects. 13. Collaborate effectively with peers in a variety of learning activities.	solving • Reflective thinking	
Digital Methodologies Stream			
Program Critical Performance: By the end of the program, the graduate will have demonstrated the ability to create quality animation performance through a creative and professional portfolio using principles of animation, drawing, design, cinematic storytelling, artistic expertise and innovation. The graduate will have exhibited a personal and professional commitment to artistic growth and cultural literacy that conveys passion, confidence, a collaborative and independent spirit, refined communications skills, and the adaptability to work within a dynamic animation community.	1. Apply the basic principles of animation, characterization, human and cartoon anatomy to hand drawn and computer generated animation. 3. Employ design and performance principles in the creation of 2D and 3D characters and layouts.	*Learning Outcomes:* 2. Create animated sequences from the development of the original concept through design to final film or video production. 8. Coordinate and	*Required core course(s):* ANIM34310 Digital Methodologies: Character Rigging and Setup ANIM33431 Digital Methodologies: 3D Animation

Degree Learning Outcomes Critical to the Stream of Learning	Diploma Learning Outcomes Critical to the Stream of Learning	Gap in Knowledge and Skills	Plans for Remediation of Gap
2. Create animated sequences from the development of the original concept through design to final film or video production. 4. Refine personal narrative voice that holistically integrates the elements of storytelling and performance in order to actively engage the audience. 5. Create 2D and 3D characters and environments that reflect the integration of graphic clarity, design principles, performance principles and theoretical constructs. 6. Create an animated film incorporating a range of artistic styles and techniques, reflecting the principle that form follows function. 7. Design layouts and backgrounds that incorporate principles of composition, perspective and colour, with speed, accuracy and dexterity, using a variety of media. 8. Coordinate and manage the production of a student film, including the aspects of cinematography, art direction and editing. 9. Use critical thinking skills and problem solving strategies in all dimensions of development and production. 10. Collaborate effectively with peers on film projects. 12. Communicate ideas, emotion and intent effectively in visual, oral and written forms. 13. Generate work that reflects initiative, creativity, adaptability and personal style. 15. Incorporate technology effectively in the development of animation projects.	12. Use technology in the design and development of animation projects.	manage the production of a student film, including the aspects of cinematography, art direction and editing. 10. Collaborate effectively with peers on film projects. *For learning outcomes 2, 8 & 10, specifically:* • *the work done to produce a final film* 5. Create 2D and 3D characters and environments that reflect the integration of graphic clarity, design principles, performance principles and theoretical constructs. *Specifically:* • *the integration of graphic clarity and design principles.* **Furthermore, the degree program would emphasize the following competencies:** • Research and	ANIM45436 Senior Animation Project ANIM47028 Capstone Animation Project

Degree Learning Outcomes Critical to the Stream of Learning	Diploma Learning Outcomes Critical to the Stream of Learning	Gap in Knowledge and Skills	Plans for Remediation of Gap
		written communication • Integration of theoretical constructs • Critical thinking and problem solving • Reflective thinking	
Layout, Design and Painting Stream			
Program Critical Performance: By the end of the program, the graduate will have demonstrated the ability to create quality animation performance through a creative and professional portfolio using principles of animation, drawing, design, cinematic storytelling, artistic expertise and innovation. The graduate will have exhibited a personal and professional commitment to artistic growth and cultural literacy that conveys passion, confidence, a collaborative and independent spirit, refined communications skills, and the adaptability to work within a dynamic animation community. 2. Create animated sequences from the development of the original concept through design to final film or video production. 3. Integrate the concepts, principles and theories involved in the physics of animation in all aspects of drawing. 4. Refine personal narrative voice that holistically integrates the elements of storytelling and performance in order to actively engage the audience. 5. Create 2D and 3D characters and environments that reflect the integration of graphic clarity, design principles, performance principles and theoretical constructs. 6. Create an animated film incorporating a range of artistic styles	3. Employ design and performance principles in the creation of 2D and 3D characters and layouts. 4. Develop believable animation sequences for use in an animated student film. 5. Use aspects of cinematography, art direction, and editing in the development of an animated student film project. 6. Meet timelines required for the successful design and development of student animated projects. 7. Design layouts and backgrounds that reflect attention to composition, perspective, and colour. 8. Solve problems in design,	***Learning Outcomes:*** 10. Collaborate effectively with peers on film projects *Specifically:* • *the work done to produce a final film* 12. Communicate ideas, emotion and intent effectively in visual, oral and written forms. *Specifically:* • *written communications* ***Furthermore, the degree program would emphasize the following competencies:***	***Required core course(s):*** ANIM30408 Layout and Art Direction ANIM30146 Layout and Production ANIM45436 Senior Animation Project ANIM47028 Capstone Animation Project ***Required bridging course(s):*** ANIM100253 Constructs in Layout and Painting

Degree Learning Outcomes Critical to the Stream of Learning	Diploma Learning Outcomes Critical to the Stream of Learning	Gap in Knowledge and Skills	Plans for Remediation of Gap
and techniques, reflecting the principle that form follows function. 10. Collaborate effectively with peers on film projects. 12. Communicate ideas, emotion and intent effectively in visual, oral and written forms. 13. Generate work that reflects initiative, creativity, adaptability and personal style. 15. Incorporate technology effectively in the development of animation projects.	layout, animation, and narrative. 10. Apply the basic elements of storytelling and performance to an animated film project. 11. Apply a range of artistic styles and techniques in character design packs and in animated student film projects. 12. Use technology in the design and development of animation projects.	• Research and written communication • Integration of theoretical constructs • Critical thinking and problem solving • Reflective thinking	
Life Drawing Stream			
Program Critical Performance: By the end of the program, the graduate will have demonstrated the ability to create quality animation performance through a creative and professional portfolio using principles of animation, drawing, design, cinematic storytelling, artistic expertise and innovation. The graduate will have exhibited a personal and professional commitment to artistic growth and cultural literacy that conveys passion, confidence, a collaborative and independent spirit, refined communications skills, and the adaptability to work within a dynamic animation community. 1. Communicate ideas, believable action and emotion effectively by employing principles of animation and performance in all aspects of drawing 3. Integrate the concepts, principles and theories involved in the	8. Solve problems in design, layout, animation, and narrative. 10. Apply the basic elements of storytelling and performance to an animated film project. 13. Collaborate effectively with peers in a variety of learning activities.	*Learning Outcomes:* 1.Communicate ideas, believable action and emotion effectively by employing principles of animation and performance in all aspects of drawing 14. Create animation that incorporates the basic principles of constructive anatomy and drawing using economy of expression.	*Required core course(s):* ANIM37370 Continuity, Design and Figurative Performance ANIM37721 Exploring Character and Costume ANIM44310 Advanced Figure Drawing and Art Direction

Degree Learning Outcomes Critical to the Stream of Learning	Diploma Learning Outcomes Critical to the Stream of Learning	Gap in Knowledge and Skills	Plans for Remediation of Gap
physics of animation in all aspects of drawing. 11. Manage targets within the production schedule to effectively achieve completion of required tasks. 13. Generate work that reflects initiative, creativity, adaptability and personal style. 14. Create animation that incorporates the basic principles of constructive anatomy and drawing using economy of expression.		*Specifically,* • *the shared principles of animation and life drawing)* • *performance elements of life drawing* • *caricature and animation* ***Furthermore, the degree program would emphasize the following competencies:*** • Research and written communication • Integration of theoretical constructs • Critical thinking and problem solving • Reflective thinking	ANIM45436 Senior Animation Project ANIM47028 Capstone Animation Project ***Required bridging course(s):*** ANIM18823 Life Drawing and Performance
Visual Language, Story and Storyboarding Stream			
Program Critical Performance: By the end of the program, the graduate will have demonstrated the ability to create quality animation performance through a creative and professional portfolio using principles of animation, drawing, design, cinematic storytelling, artistic expertise and innovation. The graduate will have exhibited a personal and professional commitment to artistic growth and cultural literacy that conveys passion,	4. Develop believable animation sequences for use in an animated student film. 5. Use aspects of cinematography, art direction, and editing in the	***Learning Outcomes:*** 2. Create animated sequences from the development of the original concept through design to final	***Required core course(s):*** ANIM30102 Storyboarding: Advanced Story Structure

Degree Learning Outcomes Critical to the Stream of Learning	Diploma Learning Outcomes Critical to the Stream of Learning	Gap in Knowledge and Skills	Plans for Remediation of Gap
confidence, a collaborative and independent spirit, refined communications skills, and the adaptability to work within a dynamic animation community. 4. Refine personal narrative voice that holistically integrates the elements of storytelling and performance in order to actively engage the audience. 10. Collaborate effectively with peers on film projects. 11. Manage targets within the production schedule to effectively achieve completion of required tasks. 12. Communicate ideas, emotion and intent effectively in visual, oral and written forms. 13. Generate work that reflects initiative, creativity, adaptability and personal style.	development of an animated student film project. 6. Meet timelines required for the successful design and development of student animated projects. 8. Solve problems in design, layout, animation, and narrative. 10. Apply the basic elements of storytelling and performance to an animated film project.	film or video production. *Specifically:* • *the work done to produce a final film* 4. Refine personal narrative voice that holistically integrates the elements of storytelling and performance in order to actively engage the audience. *Specifically:* • *The use of Workbook: intermediate stage between storyboard and layout –in the bridge course for layout* • *Creating stories for new media (internet, cell phones, games, non-linear story development)* • *Animatic creation using digital technology – in the bridging course* ***Furthermore, the degree program***	ANIM30261 Storyboarding: Project Development ANIM45436 Senior Animation Project ANIM47028 Capstone Animation Project ***Required bridging course(s):*** ANIM18823 Animation and Narrative

Degree Learning Outcomes Critical to the Stream of Learning	Diploma Learning Outcomes Critical to the Stream of Learning	Gap in Knowledge and Skills	Plans for Remediation of Gap
		would emphasize the following skills: • Research and written communication • Integration of theoretical constructs • Critical thinking and problem solving • Reflective thinking	

Table 5.2.4.2 Gap Analysis – Sheridan BAA (Animation) to Animation Diplomas (MTCU code 61901) – Pre 2008

Degree Learning Outcomes Critical to the Stream of Learning	Diploma Learning Outcomes Critical to the Stream of Learning	Gap in Knowledge and Skills	Plans for Remediation of Gap
Animation Stream			
Program critical performance: By the end of the program, the graduate will have demonstrated the ability to create quality animation performance through a creative and professional portfolio using principles of animation, drawing, design, cinematic storytelling, artistic expertise and innovation. The graduate will have exhibited a personal and professional commitment to artistic growth and cultural literacy that conveys passion, confidence, a collaborative and independent spirit, refined communications skills, and the adaptability to work within a dynamic animation community. 1. Communicate ideas, believable action and emotion effectively by employing principles of animation and performance in all aspects of drawing 2. Create animated sequences from the development of the original concept through design to final film or video production. 3. Integrate the concepts, principles and theories involved in the physics of animation in all aspects of drawing. 5. Create 2D and 3D characters and environments that reflect the integration of graphic clarity, design principles, performance principles and theoretical constructs. 6. Create an animated film incorporating a range of artistic styles and techniques, reflecting the principle that form follows function. 10. Collaborate effectively with peers on film projects. 12. Communicate ideas, emotion and intent effectively in visual, oral and written forms.	1. Apply the principles of human and animal dramatization to the theatrical performance in the field of animation filmmaking. 2. Use drawing skills to assist a key animator. 3. Use drawing skills to do cleanup in-betweening. 4. Apply above principles, knowledge of camera mechanics and drawing skills to lead or key animation work. 5. Apply knowledge of the above plus camera mechanics, perspective, composition, staging and storyboarding to animation direction. 6. Understand the use of exposure sheets, music or director's sheets and their application in animation filmmaking. 7. Use production sheets to assess deadlines and	***Learning Outcomes:*** 10. Collaborate effectively with peers on film projects. 12. Communicate ideas, emotion and intent effectively in visual, oral and written forms. ***Furthermore, the degree program would emphasize the following competencies:*** • Research and written communication • Integration of theoretical constructs • Critical thinking and problem solving • Reflective thinking	***Required core course(s):*** ANIM36529 Animation: Classical and Stop Motion ANIM30123 Animation Production ANIM45436 Senior Animation Project ANIM47028 Capstone Animation Project ***Required bridging course(s):*** ANIM18823 Animation and Narrative

Degree Learning Outcomes Critical to the Stream of Learning	Diploma Learning Outcomes Critical to the Stream of Learning	Gap in Knowledge and Skills	Plans for Remediation of Gap
13. Generate work that reflects initiative, creativity, adaptability and personal style. 14. Create animation that incorporates the basic principles of constructive anatomy and drawing using economy of expression. 15. Incorporate technology effectively in the development of animation projects.	organize production. 9. Make and communicate valued judgment on projected film and sound performance to production schedule. 12. Design original characters and understand principles involved in the process. 15. Understand people and how to work as a team to accomplish a common objective.		
Digital Methodologies Stream			
Program Critical Performance: By the end of the program, the graduate will have demonstrated the ability to create quality animation performance through a creative and professional portfolio using principles of animation, drawing, design, cinematic storytelling, artistic expertise and innovation. The graduate will have exhibited a personal and professional commitment to artistic growth and cultural literacy that conveys passion, confidence, a collaborative and independent spirit, refined communications skills, and the adaptability to work within a dynamic animation community. 2. Create animated sequences from the development of the original concept through design to final film or video production. 4. Refine personal narrative voice that holistically integrates the elements of storytelling and performance in order to actively engage the audience. 5. Create 2D and 3D characters and environments that reflect	No applicable learning outcomes	*Learning Outcomes:* 2. Create animated sequences from the development of the original concept through design to final film or video production. 4. Refine personal narrative voice that holistically integrates the elements of storytelling and performance in order to actively engage the audience.	*Required core course(s):* ANIM10009 Introduction to Digital Tools ANIM10036 Digital Methodologies: 2D Animation ANIM20065 Digital Methodologies: Dialogue, Music and Sound Effects ANIM28448 Digital Methodologies: 3D Modeling

Degree Learning Outcomes Critical to the Stream of Learning	Diploma Learning Outcomes Critical to the Stream of Learning	Gap in Knowledge and Skills	Plans for Remediation of Gap
the integration of graphic clarity, design principles, performance principles and theoretical constructs. 6. Create an animated film incorporating a range of artistic styles and techniques, reflecting the principle that form follows function. 7. Design layouts and backgrounds that incorporate principles of composition, perspective and colour, with speed, accuracy and dexterity, using a variety of media. 8. Coordinate and manage the production of a student film, including the aspects of cinematography, art direction and editing. 9. Use critical thinking skills and problem solving strategies in all dimensions of development and production. 10. Collaborate effectively with peers on film projects. 12. Communicate ideas, emotion and intent effectively in visual, oral and written forms. 13. Generate work that reflects initiative, creativity, adaptability and personal style. 15. Incorporate technology effectively in the development of animation projects.		5. Create 2D and 3D characters and environments that reflect the integration of graphic clarity, design principles, performance principles and theoretical constructs. 6. Create an animated film incorporating a range of artistic styles and techniques, reflecting the principle that form follows function. 7. Design layouts and backgrounds that incorporate principles of composition, perspective and colour, with speed, accuracy and dexterity, using a variety of media. 8. Coordinate and manage the production of a student film, including the aspects of cinematography, art direction and editing. 9. Use critical thinking skills and problem solving strategies in all	ANIM33431 Digital Methodologies:3D Animation ANIM34310 Digital Methodologies: Character Rigging and Setup ANIM45436 Senior Animation Project ANIM47028 Capstone Animation Project

Degree Learning Outcomes Critical to the Stream of Learning	Diploma Learning Outcomes Critical to the Stream of Learning	Gap in Knowledge and Skills	Plans for Remediation of Gap
		dimensions of development and production. 10. Collaborate effectively with peers on film projects. 12. Communicate ideas, emotion and intent effectively in visual, oral and written forms. 13. Generate work that reflects initiative, creativity, adaptability and personal style. 15. Incorporate technology effectively in the development of animation projects.	
Layout, Design and Painting Stream			
Program Critical Performance: By the end of the program, the graduate will have demonstrated the ability to create quality animation performance through a creative and professional portfolio using principles of animation, drawing, design, cinematic storytelling, artistic expertise and innovation. The graduate will have exhibited a personal and professional commitment to artistic growth and cultural literacy that conveys passion, confidence, a collaborative and independent spirit, refined communications skills, and the adaptability to work within a dynamic animation community. 2. Create animated sequences from the development of the	2. Use drawing skills to assist a key animator. 4. Apply above principles, knowledge of camera mechanics and drawing skills to lead or key animation work. 5. Apply knowledge of the above plus camera mechanics, perspective,	***Learning Outcomes:*** 2. Create animated sequences from the development of the original concept through design to final film or video production. 6. Create an animated film incorporating a	***Required core course(s):*** ANIM25586 Digital Painting and Layout ANIM30408 Layout and Art Direction ANIM30146 Layout and Production

Degree Learning Outcomes Critical to the Stream of Learning	Diploma Learning Outcomes Critical to the Stream of Learning	Gap in Knowledge and Skills	Plans for Remediation of Gap
original concept through design to final film or video production. 3. Integrate the concepts, principles and theories involved in the physics of animation in all aspects of drawing. 4. Refine personal narrative voice that holistically integrates the elements of storytelling and performance in order to actively engage the audience. 5. Create 2D and 3D characters and environments that reflect the integration of graphic clarity, design principles, performance principles and theoretical constructs. 6. Create an animated film incorporating a range of artistic styles and techniques, reflecting the principle that form follows function. 10. Collaborate effectively with peers on film projects. 12. Communicate ideas, emotion and intent effectively in visual, oral and written forms. 13. Generate work that reflects initiative, creativity, adaptability and personal style. 15. Incorporate technology effectively in the development of animation projects.	composition, staging and storyboarding to animation direction. 7. Use production sheets to assess deadlines and organize production. 8. Apply knowledge of colour, design, camera mechanics, plus drawing and painting skills to layout staging problem solving and background painting. 15. Incorporate technology effectively in the development of animation projects.	range of artistic styles and techniques, reflecting the principle that form follows function. 10. Collaborate effectively with peers on film projects. *For outcomes 2, 6 & 10, specifically:* • *the work done to produce a final film* 3. Integrate the concepts, principles and theories involved in the physics of animation in all aspects of drawing. *Specifically:* • *theories & physics* 4. Refine personal narrative voice that holistically integrates the elements of storytelling and performance in order to actively engage the audience. 13. Generate work that reflects initiative, creativity, adaptability	ANIM45436 Senior Animation Project ANIM47028 Capstone Animation Project ***Required bridging course(s):*** ANIM10025 Constructs in Layout and Painting

Degree Learning Outcomes Critical to the Stream of Learning	Diploma Learning Outcomes Critical to the Stream of Learning	Gap in Knowledge and Skills	Plans for Remediation of Gap
		and personal style. *For outcomes 4 & 13, specifically:* • *the development of a personal , creative voice as a film maker* ***Furthermore, the degree program would emphasize the following competencies:*** • Research and written communication • Integration of theoretical constructs • Critical thinking and problem solving • Reflective thinking	
Life Drawing Stream			
Program Critical Performance: By the end of the program, the graduate will have demonstrated the ability to create quality animation performance through a creative and professional portfolio using principles of animation, drawing, design, cinematic storytelling, artistic expertise and innovation. The graduate will have exhibited a personal and professional commitment to artistic growth and cultural literacy that conveys passion, confidence, a collaborative and independent spirit, refined communications skills, and the adaptability to work within a	1. Apply the principles of human and animal dramatization to the theatrical performance in the field of animation filmmaking. 2. Use drawing skills to assist a key animator.	*Learning Outcomes:* 1.Communicate ideas, believable action and emotion effectively by employing principles of animation and performance in all aspects of drawing	*Required core course(s):* ANIM37370 Continuity, Design and Figurative Performance ANIM37721

Degree Learning Outcomes Critical to the Stream of Learning	Diploma Learning Outcomes Critical to the Stream of Learning	Gap in Knowledge and Skills	Plans for Remediation of Gap
dynamic animation community. 1. Communicate ideas, believable action and emotion effectively by employing principles of animation and performance in all aspects of drawing 3. Integrate the concepts, principles and theories involved in the physics of animation in all aspects of drawing. 13. Generate work that reflects initiative, creativity, adaptability and personal style. 14. Create animation that incorporates the basic principles of constructive anatomy and drawing using economy of expression.	3. Use drawing skills to do cleanup in-betweening. 4. Apply above principles, knowledge of camera mechanics and drawing skills to lead or key animation work.	14. Create animation that incorporates the basic principles of constructive anatomy and drawing using economy of expression. *Specifically,* • *the shared principles of animation and life drawing* • *performance elements of life drawing* • *caricature and animation* ***Furthermore, the degree program would emphasize the following competencies:*** • Research and written communication • Integration of theoretical constructs • Critical thinking and problem solving • Reflective thinking	Exploring Character and Costume ANIM44310 Advanced Figure Drawing and Art Direction ANIM45436 Senior Animation Project ANIM47028 Capstone Animation Project ***Required bridging course(s):*** ANIM18823 Life Drawing and Performance
Visual Language, Story and Storyboarding Stream			

Degree Learning Outcomes Critical to the Stream of Learning	Diploma Learning Outcomes Critical to the Stream of Learning	Gap in Knowledge and Skills	Plans for Remediation of Gap
Program Critical Performance: By the end of the program, the graduate will have demonstrated the ability to create quality animation performance through a creative and professional portfolio using principles of animation, drawing, design, cinematic storytelling, artistic expertise and innovation. The graduate will have exhibited a personal and professional commitment to artistic growth and cultural literacy that conveys passion, confidence, a collaborative and independent spirit, refined communications skills, and the adaptability to work within a dynamic animation community. 2. Create animated sequences from the development of the original concept through design to final film or video production. 4. Refine personal narrative voice that holistically integrates the elements of storytelling and performance in order to actively engage the audience. 10. Collaborate effectively with peers on film projects. 11. Manage targets within the production schedule to effectively achieve completion of required tasks. 12. Communicate ideas, emotion and intent effectively in visual, oral and written forms. 13. Generate work that reflects initiative, creativity, adaptability and personal style.	5. Apply knowledge of the above plus camera mechanics, perspective, composition, staging and storyboarding to animation direction. 8. Apply knowledge of colour, design, camera mechanics, plus drawing and painting skills to layout staging problem solving and background painting. 11. Prepare working storyboards for production. 14. Apply knowledge of editing to storyboard timing.	***Learning Outcomes:*** 2. Create animated sequences from the development of the original concept through design to final film or video production. *Specifically:* • *the work done to produce a final film* 4. Refine personal narrative voice that holistically integrates the elements of storytelling and performance in order to actively engage the audience. *Specifically:* • *The use of Workbook: intermediate stage between storyboard and layout* • *Creating stories for new media (internet, cell phones, games, non-linear story development)*	***Required core course(s):*** ANIM30102 Storyboarding: Advanced Story Structure ANIM30261 Storyboarding: Project Development ANIM45436 Senior Animation Project ANIM47028 Capstone Animation Project ***Required bridging course(s):*** ANIM18823 Animation and Narrative

Degree Learning Outcomes Critical to the Stream of Learning	Diploma Learning Outcomes Critical to the Stream of Learning	Gap in Knowledge and Skills	Plans for Remediation of Gap
		• *Animatic creation using digital technology* ***Furthermore, the degree program would emphasize the following skills:*** • Research and written communication • Integration of theoretical constructs • Critical thinking and problem solving • Reflective thinking	