

ART 2061:01 Animation, Video & Sound Art Fall 2026

Course Information

- Course Description: Students will use computer apps and applications to create time-based art. They will explore animation, video, and sound in a series of projects to be deployed on different platforms. This is an introductory course exploring these genres as a platform for personal expression and cultural inquiry using smartphones, tablets, and computers as tools for creation rather than passive consumptions.
- This is a 3-credit course. This course meets the Course Credit Hour Expectation outlined in the Course Catalog. Students should expect to work at least six hours per week outside of class time. This course will meet MW 12-2:45 in 250 KAB and 123 KAB as announced.

Required Materials

- Video camera. Your phone will work fine.
- Sketchbook
- The materials you need for individual projects will depend on your own ideas.
- You are welcome to use your own tools. If you need them during class time, bring them in.
- Recommended: Portable storage device

Technology Requirements

- UNI email. Always check your email!
- Google Drive (it comes your UNI email account)
- Phone with camera (you will need to upload photos into eLearning)
- Adobe Premiere Video Editing Application (available in the lab/on campus)
- GarageBand Sound Editing Application (available in the lab/on campus)
- We will be reviewing a number of available animation applications
- Blackboard: You must be able to access Blackboard outside of class and know how to download and upload documents. [Training/tutorials are available here](#). --eLearning/Blackboard/ Learn/Ultra—these are all names for UNI's Learning Management System (LMS)

Course Objectives

- Demonstrate understanding of time as an element of visual art (duration, sequencing, pacing, structure/evolution)
- Create art that successfully integrates sound with moving images
- Demonstrate basic visual and technical skills in
 - Storyboarding, shooting and editing video
 - Recording and mixing sound
 - Producing animations in various formats

Activities and Grading

- Developing skills through in-class exercises and demonstrations
- Creating time-based art in video, audio, and animated formats
- Participating in critiques of art produced in class
- Working outside of class and submitting works on time

Grading Scale

A: 94-100, A-: 90-93, B+: 87-89, B: 84-86, B-: 80-83, C+: 77-79, C: 74-76, C-: 70-73, D+: 67-69, D: 64-66, D-: 60-63, F: 0-59

If you are ever concerned about your grade, please schedule an appointment with me to discuss.

I will be looking for a growing level of maturity in your work across the semester. I expect to see your art to become more sophisticated in terms of ideation and nuance and for you to show greater skill in technique.

- A: Exceptional work. Clearly considered the parameters of the assignments and presented exemplary work.
- B: Good, solid work. Clearly met the requirements of the assignment, some room for improvement
- C: Average work. Adequately met the requirements of the assignments, much room for improvement.
- D: Substandard work. Did not meet the requirements of the assignments.
- F: Incomplete or non-existent work.

General Outline of Topics

- Composition and visual basics of shooting film and video.
- Narrative and non-narrative video.
- Basic video editing (cuts and transitions; adjusting speed and duration; audio transitions; fades and dissolves; combining vertical and horizontal formats)
- Keyframing and motion; Split screen techniques
- Basic sound recording, editing, mixing
- Basic animation principles (frame rate; anticipation/intention; squash & stretch; slow in/out; follow through, etc.)
- Stop-motion animation (lighting; tabletop: flat and 3D; human scale)
- Digital/Drawn animation basics