Course Description

Exposes the student to the rich history of temporal imagery from the invention of the zoetrope and kinetoscope through the rise of the moving picture industry and the development of the first animated films to present-day television. Chronicles the impact of the moving image in the twentieth century. Discusses the design and concept of influential works as well as the relationship between these earlier forms of moving graphics and today's innovative video technology. Lecture 3 hours. 3 credits.

General Course Purpose

To provide the student in Multimedia Design and Film Studies with a sense of his/her particular artistic heritage and to give the student an understanding of the form of temporal art works.

Course Prerequisites/Co-requisites

Fluency in Standard American English. Recommend proficiency in reading and writing at the ENG 111 level.

Course Objectives

Upon completion of the course, the student will be able to:

- Identify key historical moments in film history as they relate to cultural history
- Compare the methodology and techniques of various art works
- Develop critical thinking skills
- Recognize the value of diversity of culture and opinions offered through temporal art work
- Describe the production process of film and animation as it relates to historical and political developments

Major Topics to be Included

- Early forms of photography
- The development of the moving image
- The development of the animated film
- The rise of television
- The relationship between earlier temporal art forms and computer-generated art work and video productions
- Minority voices in the history of film and animation