DELAWARE
COLLEGE OF ART
AND DESIGN

DCAD

600 N MARKET ST
WILMINGTON DELAWARE 19801
302.622.8000

WALKTHROUGH FOLLOW UP MARCH 22 – 3RD FLOOR

Those participating: John Breakey, Ron Brignac, Catherine Drabkin, Pahl Hluchan, Jeffrey Hoover, Amelia Nelson, Tad Sare, Connie Simon,

Program Represented___Animation_____

Please circle one answer for each criterion 5 highest ---------- 1 lowest

Innovation / creativity	**5 (4)**	**4 (2)**	**3**	**2**	**1**	**NA****
Sound application of art and design principles	**5 (3)**	**4 (3)**	**3**	**2**	**1**	**NA****
Aesthetic response – visual impact	**5 (2)**	**4 (4)**	**3**	**2**	**1**	**NA****
Effective use of materials and techniques	**5 (5)**	**4 (1)**	**3**	**2**	**1**	**NA****
Do you think this work accurately represents what is happening in the class?	**5 (5)**	**4 (2)**	**3**	**2**	**1**	**NA**

Comments:

Great explanation of introduction to Maya - Very insightful and project presented very clearly.

I'm not too knowledgeable in animation, but this helped me to understand the program and students better.

Discussion of how complexity of software impacts the above points. That animation majors are ale to, across the class, use the tools within got achieve these goals.

**This is a very tech oriented class. We may need other criteria to evaluate.

Program Represented__4-D Foundations_____

Please circle one answer for each criterion 5 highest ---------- 1 lowest

Innovation / creativity	**5 (4)**	**4 (2)**	**3**	**2**	**1**	**NA**
Sound application of art and design principles	**5 (3)**	**4 (2)**	**3 (1)**	**2**	**1**	**NA**
Aesthetic response – visual impact	**5 (2)**	**4 (1)**	**3 (3)**	**2**	**1**	**NA**
Effective use of materials and techniques	**5 (4)**	**4 (2)**	**3**	**2**	**1**	**NA**
Do you think this work accurately represents what is happening in the class?	**5 (4)**	**4 (2)**	**3**	**2**	**1**	**NA**

Comments

4-D in Foundations: I like the idea of switching the sequence of 4D and Digital Video for photo majors. 4 D is a third semester followed by Digital Video could better serve student learning and create a more meaningful experience for them.

Creative and interesting.

Magazine collage assignment form last week was weak. Colors, images, text didn't seem to build on 2-I or 2D-II at all. Zoetropes and Phenakistoscopes this week were much useful.

Discussion and review of static hand-created images replicating time/motion/sequence principles helped to reinforce the methods and practices within 4D section I am currently teaching.

The Phenakistoscopes were particularly strong.

What would you like to see more of on this floor?

Larger type – simplified explanations of assignments. Easier to read and process than putting up full assignment sheets as written.

What?

Animation, Illustration

More monitors showing animation.

What assignment or concept presented today would you like to hear more about?

Learning about computer animation will help me communicate more effectively with students who are interested in that area.. The phenakisocopes were inspiring and exciting.

This was the perfect amount.

4D overall

4D - stopmotion

What assignment or presentation was most helpful to you?

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Animation - Maya

Please make a suggestion to make one of the assignments even more successful.

Re: 4-D. I wonder if imagery in images that are designed to move – that will flicker by very quickly – should be less detailed and simplified for greater impact.

If the paper is trimmed down to get rid of all the tool bars, the presentation of the work will be more dramatic in computer animation.

The more frames in the transformation assignment to make them more animated.

Please identify the assignment that you think is most successful from what you saw today.

The 4D presentation was most polished. There was just a selection of work that gave an overview of the best, but not all responses to the assignments.

Maya.

The phenakistoscopes were well make and illustrate the concept of persistence of vision very well.

How did this walk through support your growth as a teacher?

Helps me to be more knowledgeable and speak with students about the relevance of my course to their studies.

It helped me become more comfortable with computer animation language.

Seeing sound principles being expressed via different assignments within the 4D area; multiple approaches to the same problems.

It helped explain the new 4D assignments.

How does what you have seen today connect first- and second-year studies?

I see drawing concepts reflected in the computer animation assignments. The fact that Pahl Hluchan has taught traditional drawing I think is very helpful in making this meaningful connection and enriching students' knowledge as they learn computer animation.

Computer animation this week echoes 3D design concepts and linear perspective units for Drawing I & II.

It is all connected – a blind man can see that.

Software is a burden until the art student learns to carry this heavy too. First year studies give them the visual bulk to do so…

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WALKTHROUGH FOLLOW UP APRIL 19 – LOWER LEVEL

Those Participating: Randy Curlino, Ron Brignac, John Breakey, Catherine Drabkin, Alexi Natchev, Pahl Hluchan, Jeffrey Hoover, Ian Tornay, Connie Simon

Program Represented: Photography

Please circle one answer for each criterion 5 highest ---------- 1 lowest

Innovation / creativity	**5 (4)**	**4 (1)**	**3**	**2**	**1**	**NA**
Sound application of art and design principles	**5**	**4 (3)**	**3 (2)**	**2**	**1**	**NA**
Aesthetic response – visual impact	**5**	**4 (4)**	**3 (1)**	**2**	**1**	**NA**
Effective use of materials and techniques	**5 (2)**	**4 (3)**	**3**	**2**	**1**	**NA**
Do you think this work accurately represents what is happening in the class?	**5 (3)**	**4 (2)**	**3**	**2**	**1**	**NA**

Comments. The technology seems to sometimes overwhelm the visual aesthetics. This is understandable but not always desirable.

Program Represented: Graphic Design

Please circle one answer for each criterion 5 highest ---------- 1 lowest

Innovation / creativity	**5 (3)**	**4 (2)**	**3**	**2**	**1**	**NA**
Sound application of art and design principles	**5 (3)**	**4 (2)**	**3**	**2**	**1**	**NA**
Aesthetic response – visual impact	**5 (2)**	**4 (3)**	**3**	**2**	**1**	**NA**
Effective use of materials and techniques	**5 (3)**	**4 (2)**	**3**	**2**	**1**	**NA**
Do you think this work accurately represents what is happening in the class?	**5 (4)**	**4 (1)**	**3**	**2**	**1**	**NA**

Comments: Graphic classes are so busy with technology that sometimes design issues seem less important , which of course they shouldn't be. A very good assignment for illustrators.

What would you like to see more of on this floor?

Simple explanations of the assignments 1 or 2 sentences so passers-by can better understand the assignment. Some of the animated graphic designs.

What assignment or concept presented today would you like to hear more about?

More about the transformations in the Craft assignments for photography.

What assignment or presentation was most helpful to you?

Photo I. The graphic design hat series was good, presenting a range of possibilities for this seemingly simple topic.

Please make a suggestion to make one of the assignments even more successful.

Using Painter for some of the illustrations would make more sense for Illustration students. Continue to seek ways to join hand work with technology in Graphic Design assignments.

Please identify the assignment that you think is most successful from what you saw today.

Moussant hats sequences were charming. The graphic design assignment for Illustration engaged them in a way I have not seen in that class.

How did this walk through support your growth as a teacher?

Helpful for me to see what 2nd year students are focusing on since I am focused on the first-year experience. I learned a good way to talk about and help students choose their subject. The discussions on teaching techniques always help me.

How does what you have seen today connect first- and second-year studies?

All assignments are rooted in 2-D design. (Graphic Design I especially). There is a very clear link between choices photographers make and 2D design principles.