



**Universitas Negeri Surabaya
Faculty of Languages and Arts
Bachelor of Fine Arts Education Study Program**

Document Code

SEMESTER LEARNING PLAN

Courses	CODE	Course Family	Credit Weight			SEMESTER	Compilation Date																																
3 Dimensional Animation	8821003007		T=3	P=0	ECTS=4.77	6	July 18, 2024																																
AUTHORIZATION	SP Developer		Course Cluster Coordinator			Study Program Coordinator																																	
			Fera Ratyningrum, S.Pd., M.Pd.																																	
Learning model	Case Studies																																						
Program Learning Outcomes (PLO)	PLO study program that is charged to the course																																						
	Program Objectives (PO)																																						
	PLO-PO Matrix																																						
	<table border="1" style="margin: auto;"> <tr> <td style="width: 10%; text-align: center;">P.O</td> <td colspan="16"></td> </tr> </table>							P.O																															
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Short Course Description	PO Matrix at the end of each learning stage (Sub-PO)																																						
	<table border="1" style="margin: auto;"> <tr> <td rowspan="2" style="width: 5%; text-align: center;">P.O</td> <td colspan="16" style="text-align: center;">Week</td> </tr> <tr> <td style="width: 2%;">1</td> <td>2</td> <td>3</td> <td>4</td> <td>5</td> <td>6</td> <td>7</td> <td>8</td> <td>9</td> <td>10</td> <td>11</td> <td>12</td> <td>13</td> <td>14</td> <td>15</td> <td>16</td> </tr> </table>							P.O	Week																1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
P.O	Week																																						
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16																							
References	<p>Main :</p> <p>1. Kaulam, Salamun. 2008. Buku Latihan Animasi Tiga Dimensi 3DS Max. Unesa Univeity Press</p> <p>Supporters:</p>																																						
Supporting lecturer	SALAMUN																																						
Week-	Final abilities of each learning stage (Sub-PO)	Evaluation		Help Learning, Learning methods, Student Assignments, [Estimated time]		Learning materials [References]	Assessment Weight (%)																																
		Indicator	Criteria & Form	Offline (offline)	Online (online)																																		
(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)																																
1	understand the meaning of 3-dimensional animation and get to know the 3 DS Max program interface	Able to explain the meaning of 3D animation and able to operate the software	Criteria: Suitability to task, Timing, Composition, Artistic	150 minute tutorial			0%																																

2	Students have the ability to create CAMERA ANIMATIONS with STANDARD SHAPE objects realistically	Students are able to create CAMERA ANIMATIONS with STANDARD SHAPE objects realistically	Criteria: Suitability to task, Timing, Composition, Artistic	300 minute tutorial			0%
3							0%
4	Students have the ability to DRAW VARIOUS OBJECTS THROUGH SEVERAL TECHNIQUES	Students are able to DRAW VARIOUS OBJECTS THROUGH SEVERAL TECHNIQUES	Criteria: Suitability to task, Timing, Composition, Artistic	450 minute tutorial			0%
5							0%
6							0%
7	Students have the ability to create LOGO AND TEXT ANIMATIONS	Students are able to create LOGO AND TEXT ANIMATIONS	Criteria: Suitability to task, Timing, Composition, Artistic	300 minute tutorial			0%
8							0%
9	Students have the ability to create TEXT ANIMATIONS, EXPLOSIONS, FIREBALLS AND TEXT EFFECTS	Students are able to create TEXT ANIMATIONS, EXPLOSIONS, FIREBALLS AND TEXT EFFECTS	Criteria: Suitability to task, Timing, Composition, Artistic	300 minute tutorial			0%
10							0%
11	Students have the ability to create PARTICLE ANIMATIONS (in the form of BURNING MOSQUITO DRUG)	Students are able to create PARTICLE ANIMATIONS (in the form of BURNING MOSQUITO DRUGS)	Criteria: Suitability to task, Timing, Composition, Artistic	300 minute tutorial			0%
12							0%
13	Students have the ability to create COMMERCIAL ADVERTISEMENTS (with FLOWING TEXT ANIMATION)	Students are able to create COMMERCIAL ADVERTISEMENTS (with FLOWING TEXT ANIMATION)	Criteria: Suitability to task, Timing, Composition, Artistic	300 minutes			0%
14							0%
15	Students have the ability to create MAPPING BOX DANCE ANIMATIONS	Students are able to create MAPPING BOX DANCE ANIMATIONS	Criteria: Suitability to task, Timing, Composition, Artistic	300 minute tutorial			0%
16							0%

Evaluation Percentage Recap: Case Study

No	Evaluation	Percentage
		0%

Notes

- 1. Learning Outcomes of Study Program Graduates (PLO - Study Program)** are the abilities possessed by each Study Program graduate which are the internalization of attitudes, mastery of knowledge and skills according to the level of their study program obtained through the learning process.
- 2. The PLO imposed on courses** are several learning outcomes of study program graduates (CPL-Study Program) which are used for the formation/development of a course consisting of aspects of attitude, general skills, special skills and knowledge.
- 3. Program Objectives (PO)** are abilities that are specifically described from the PLO assigned to a course, and are specific to the study material or learning materials for that course.
- 4. Subject Sub-PO (Sub-PO)** is a capability that is specifically described from the PO that can be measured or observed and is the final ability that is planned at each learning stage, and is specific to the learning material of the course.

5. **Indicators for assessing** ability in the process and student learning outcomes are specific and measurable statements that identify the ability or performance of student learning outcomes accompanied by evidence.
6. **Assessment Criteria** are benchmarks used as a measure or measure of learning achievement in assessments based on predetermined indicators. Assessment criteria are guidelines for assessors so that assessments are consistent and unbiased. Criteria can be quantitative or qualitative.
7. **Forms of assessment:** test and non-test.
8. **Forms of learning:** Lecture, Response, Tutorial, Seminar or equivalent, Practicum, Studio Practice, Workshop Practice, Field Practice, Research, Community Service and/or other equivalent forms of learning.
9. **Learning Methods:** Small Group Discussion, Role-Play & Simulation, Discovery Learning, Self-Directed Learning, Cooperative Learning, Collaborative Learning, Contextual Learning, Project Based Learning, and other equivalent methods.
10. **Learning materials** are details or descriptions of study materials which can be presented in the form of several main points and sub-topics.
11. **The assessment weight** is the percentage of assessment of each sub-PO achievement whose size is proportional to the level of difficulty of achieving that sub-PO, and the total is 100%.
12. TM=Face to face, PT=Structured assignments, BM=Independent study.