

GRA 2169C
3D Computer Animation 2
4 credits

| GENERAL INFORMATION | |
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| Course Prefix/Number: GRA2169C | Course Title: 3D Computer Animation 2 |
| Number of Credits: 4 | |
| Degree Type | <input type="checkbox"/> B.A. <input type="checkbox"/> B.S. <input type="checkbox"/> B.A.S <input checked="" type="checkbox"/> A.A. <input type="checkbox"/> A.S. <input type="checkbox"/> A.A.S. <input type="checkbox"/> C.C.C. <input type="checkbox"/> A.T.C. <input type="checkbox"/> V.C.C |
| Date Submitted: 04/12/2007 | Effective Year/Term: Fall 2007-1 |
| <input checked="" type="checkbox"/> New Course Competency <input type="checkbox"/> Revised Course Competency | |
| Course Description (limit to 50 words or less): Students will learn fundamental skills of animation and animating 3D computer generated models for Film, TV, and Video Gaming applications, using the MAYA animation software. Students will also learn to implement basic dynamic effects along with modeling, texturing and lighting. Lab fee. Prerequisite(s): GRA2160C. | |
| Prerequisite(s): GRA2160C | Corequisite(s): None |

Competency 1: The student will demonstrate knowledge of animation principles by:

- Identifying and applying the 12 animation principles:
 - a. Timing
 - b. Ease in ease out
 - c. Arcs
 - d. Follow through and overlapping
 - e. Secondary Action
 - f. Squash and stretch
 - g. Exaggeration
 - h. Straight ahead and pose to pose
 - i. Anticipation
 - j. Staging
 - k. Personality
 - l. Appeal

Competency 2: The student will demonstrate the ability to Animate using Key Frames by:

- Setting key-frames for animatable objects and their attributes.
- Controlling the playback using the Time and Range slider, and Playback Controls.

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Approved By Academic Dean Date: _____ Reviewed By Director of Academic Programs Date: _____

Competency 3: The student will demonstrate proficiency in using workflow hotkeys or shortcuts by:

- Using keyboard shortcuts to set key-frames.
- Creating custom shortcuts of menu items.

Competency 4: The student will adjust “completed” animations by:

- Using the Graph Editor to view curves.
- Modifying animation using the Graph Editor.

Competency 5: The student will demonstrate proficiency in process of animating 3D models within scenes by:

- Setting preferences to increase the playback quality.
- Animating models using path animation techniques.
- Animating using non-linear techniques.
- Demonstrating use of Deformers.
- Creating Batch renders.

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