

Course Description:

This course is for students majoring in Animation & Game Art, the student will learn the skills needed to create animated characters. Students will learn in-depth character design, development, rigging, and animation techniques, how to create segmented and solid model mesh of bipeds and quadrupeds, and techniques used to create facial expressions and lip syncing. Prerequisite: DIG 2790. (3 hr. lecture)

Course Competency

Course Competency 1: The student will learn to demonstrate the ability to pre-visualize a shot or scene by:

1. Creating storyboards and rough shots.
2. Planning the work flow and troubleshooting challenges and issues with the software.
3. Presenting concepts of work and character model sheets in a professional manner.
4. Applying blocking to cameras in 3D.

Learning Outcomes: Critical thinking
Information Literacy
Computer / Technology Usage
Aesthetic / Creative Activities

Course Competency 2: The student will demonstrate the ability to animate a character with audio by:

1. Applying dope sheets, animation keys and graph editors to create realistic lip-synced animations.
2. Timing animation to audio.

Course Competency 3: The student will demonstrate knowledge of 3D animation by:

1. Comparing and contrasting the historical perspective of both traditional and computer animation.
2. Creating and producing an animated sequence of events/movements.
3. Producing a breakdown dialogue and/or audio.
4. Animating an interaction between two characters and an object.
5. Developing a character, its physical attributes and environments and applying them onto moving or still backgrounds.

Course Competency 4: The student will demonstrate knowledge of animation principles by:

1. Describing the 12 basic principles of animation.
2. Describing real-world movements and adapting them to the animation medium.
3. Defining the timing and length of a movement or sequence.

Course Competency 5: The student will demonstrate knowledge of animation techniques by:

1. Animating images utilizing the concept of in-betweening and including: charts and breakdown drawings, slowing in and slowing out, thirds, key points, superimposition, arcs, and tracebacks.
2. Characterizing head turns and eye movements.
3. Creating walks and runs to include: passing position, walk cycles, background pans, front on walks, animated and still backgrounds, adding arms and legs and feet, introducing personality, double bounces walk timing, anticipation, and exaggerated action.
4. Utilizing realistic touch to include: weight in movement, anticipation and weight, flexibility, overlapping action, animated effects, such as wind, water, fire, and solid objects.