**Course Description:**
This is a capstone course for students majoring in Animation and Game Art. Students develop a project plan and produce a short, 3D animated movie. Students also create a website for the project, social media and market campaigns, and submit the short animated movie to festivals. **Pre/Corequisite:** DIG 2319 or CAP 2920C. (4 hr. lecture)

**Course Competency**
**Course Competency 1:** The student will demonstrate knowledge of post-production by:
1. Compositing different elements using an editing application.
2. Compositing live action and CGI assets.

**Learning Outcomes:**
- Communication
- Critical thinking
- Computer / Technology Usage
- Aesthetic / Creative Activities

**Course Competency 2:** The student will demonstrate knowledge of color correction by:
1. Gathering reference material.
2. Color grading environments and characters.
3. Matching lighting and shadows on different layers of a project.

**Course Competency 3:** The student will demonstrate knowledge of editing by:
1. Editing rendered footage based on cinematics knowledge.
2. Using different cuts and editing tools to create a final version of an animated movie.
3. Using cinematic language to create a final project.

**Course Competency 4:** The student will demonstrate knowledge of marketing a product by:
1. Creating a website to house the final version of a short animated movie.
2. Creating a comprehensive industry profile of the project.
4. Creating promotional printed materials, a logo, and a promotional campaign.

**Course Competency 5:** The student will apply knowledge of social media marketing by:
1. Using social media to promote the final project and/or an animated short film.
2. Creating a social marketing campaign to engage an audience.

**Course Competency 6:** The student will create a short animated film by:
1. Writing an original story and characters.
2. Animating the characters in the 3D environment based on the original story.
3. Editing and finalizing the animated film.