Miami Dade College

Course Description

DIG1437 | Narrative Storytelling | 3 credits

This course is for students majoring in Animation and Game Art. It introduces the conceptual structure and design of visual storytelling. Students will learn principles of animation, mechanics, cinematics, character development, personality of place, exaggeration and effects, adapting movement for the animation medium, and how to create the illusion of life. Pre/Corequisite of DIG1430 with a Grade of C or better, or equivalent (3 hr. lecture)

Course Competency

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

1. Describing the twelve 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 2: The student will demonstrate knowledge of the dynamics of storytelling by:

1. Identifying and discussing the key dynamic elements of storytelling in film, television and animation media
2. Developing stories and writing scripts for multi-media platforms
3. Creating a screenplay in which structure, character development, dialogue, tone, and theme are incorporated and clearly demonstrated

Course Competency 3: The student will demonstrate knowledge of 2D 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 techniques by:

1. Animating images utilizing the concept of Inbetweening 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 including 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 including weight in movement, anticipation and weight, flexibility, overlapping action, animated effects, such as wind, water, fire, and solid objects

Course Competency 5: The student will demonstrate knowledge of technical production by:

1. Defining software configuration and digital file formats
2. Working with digital cameras
3. Acquiring images through graphics software
4. Meeting all project parameters and deadlines
5. Creating and designing camera movements, pans and zooms

Course Competency 6: The student will demonstrate the ability to produce a completed 2D animated project by:

1. Writing an original story
2. Creating all digital elements and images of this story

3. Inserting audio, music and sound effects
4. Performing final editing to include color correction and adding titles and credits
5. Rendering the final product

Learning Outcomes:

- Communicate effectively using listening, speaking, reading, and writing skills
- Use quantitative analytical skills to evaluate and process numerical data
- Demonstrate an appreciation for aesthetics and creative activities