Miami Dade College

DIG2318 **Animation Studio 1** **3.00 Credit(s)**

Course Description:

This course is for students majoring in Animation and Game Art. Students will learn to design and implement a project involving computer animation, game production, VFX or scientific/architecture visualization. Students will work in collaboration with faculty and industry mentors. Prerequisite: DIG 1302, 1430, and 1437. (3 hr. lecture)

Course Competency

Course Competency 1: The student will demonstrate how to create a story by:

1. Explaining the components that compose a story.
2. Defining the storytelling types and structures.
3. Creating a theme that balances realism with imagination.
4. Choosing an industry genre.
5. Creating structure and pacing.

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

Course Competency 2: The student will demonstrate knowledge of character development and design by:

1. Choosing character styles and types.
2. Developing a consistent character for the story.

Course Competency 3: The student will demonstrate knowledge of art direction by:

1. Correlating the appropriate style and story.
2. Creating and developing moods.
3. Creating character and background connections.

Course Competency 4: The student will apply knowledge of storyboarding by:

1. Constructing and planning scenes.
2. Using the mechanics of storyboarding.
3. Incorporating diagram panels and numbering.

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

1. Creating a production pipeline.
2. Analyzing a budget.
3. Scheduling the project production.
4. Organizing assets.

Course Competency 6: The student will demonstrate knowledge of how to add vocal tracks to an animated story by:

1. Writing vocal tracks.
2. Recording vocal tracks.
3. Creating exposure sheets.

Course Competency 7: The student will demonstrate knowledge of story reels and 2D animatics by:
1. Creating 2D animatics.
2. Assembling scene shots.
3. Timing adjustments.
4. Simulating camera moves.