Course Description
DIG2318| Animation Studio 1 | 3.00 credits

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. Prerequisites: DIG1302, 1430, and 1437 (3 hr. lecture)

Course Competencies:

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:
- Solve problems using critical and creative thinking and scientific reasoning
- Use computer and emerging technologies effectively
- Demonstrate an appreciation for aesthetics and creative activities

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

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

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

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

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

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