

Course Description

DIG2319| Animation Studio 2 | 3.00 credits

This is a capstone course for students majoring in Animation and Game Art. Building on skills learned in Animation Studio 1, students will learn enhanced skills in the areas of 3D modeling, texturing, lighting, and animation. Working in groups, students develop a project plan and produce a short, 3D animated movie. Prerequisite: DIG2318 or CAP2048 (3 hr. lecture)

Course Competencies

Competency 1: The student will demonstrate knowledge of 3D animatics, layout and camera direction by:

1. Building a 3D animatic
2. Setting up the stage
3. Creating object and character movement
4. Manipulating camera direction
5. Editing the animatic

Learning Outcomes:

- Communicate effectively using listening, speaking, reading, and writing skills
- 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 modeling and production workflow by:

1. Compiling reference material
2. Creating drawings and sculptures
3. Choosing modeling techniques
4. Creating necessary blend shapes

Competency 3: The student will demonstrate knowledge of materials and textures by:

1. Assigning materials to geometry
2. Choosing material types
3. Creating original textures
4. Creating background plates

Competency 4: The student will demonstrate knowledge of character setup by:

1. Rigging the character
2. Binding the character
3. Creating facial systems for the character
4. Setting up secondary characters and secondary objects

Competency 5: The student will apply knowledge of animation by:

1. Defining and choosing animation styles
2. Blocking the scenes to be animated
3. Creating dope sheets for the project
4. Animating a character
5. Applying forward kinematics and inverse kinematics
6. Animating facial expressions

Competency 6: The student will demonstrate knowledge of lighting and rendering by:

1. Choosing appropriate lighting attributes for the scene
2. Choosing natural versus artificial lighting
3. Applying shadows to characters and objects
4. Choosing from available lighting techniques
5. Rendering the scenes
6. Creating a lighting and rendering production workflow