

3-D CHARACTER ANIMATION

3.25.2017

WITH STUDENT LEARNING OUTCOMES

3-D Character Animation (AN208, 3 credits) - 3D Track

Course Description:

This course is a continuation of the techniques and workflow utilized in the Principles of 3D Animation course. While developing the technical skills necessary to create 3D animation using industry-standard software, students continue to work with modeling, texturing, and lighting as well as learn the basics of rigging and movement of objects and characters. After learning to effectively use the Maya interface, special emphasis is given to character animation and the completion of a 30-second original sequence. Coursework focuses on character design, character performance, synching to sound, layout, and displaying unique properties of matter.

Prerequisite: Principles of 3-D Animation and Storyboarding & Storytelling

Students will:

1. Demonstrate a practical knowledge of Maya® computer animation software including modeling, rigging, texturing, lighting, and rendering. (PC 2,3)
2. Evaluate and adjust 3D forms using NURBS, polygons, and subdivisions. (PC 2,3)
3. Apply traditional animation techniques to computer animation. (PC 2,3,4)
4. Collaborate on projects that simulate the workflow a studio environment. (PC 5)
5. Create an original 30 -second sequence. (PC 1,2,3)

Required Texts: There is no required text for this course.

Supplementary Readings:

- Introducing Autodesk Maya 2016: Autodesk Official Press, Dariush Derakhshani, 2015 Sybex.
ISBN: 1119059631 (\$38.00)
- The Animators Survival Kit: Expanded Edition, Richard Williams, Faber and Faber, 2012.
ISBN: 086547897X (\$27.00)
- Character Animation Crash Course!, Eric Goldberg, Silman-James Press, 2008.
ISBN: 1879505975 (\$19.00)

Supplies:

- Toshiba Canvio 1TB Portable External Hard Drive (\$55.00)
- Wacom Intuos Drawing Tablet (6.7 x 8.2 inch) (\$80.00)

Supplemental Supplies: There are no supplementary supplies for this course.