

PRINCIPLES OF 3-D ANIMATION

3.25.2017

WITH STUDENT LEARNING OUTCOMES

Principles of 3-D Animation (AN204, 3 credits)- 3D Track

Course Description:

This course introduces the fundamental techniques of building complex images and objects for use in animation with new technologies. Students learn the practices of creating motion with 2-D digital media and apply these skills to 3-D software. Students are exposed to the history of animation and film and create projects that demonstrate an understanding of its relevance to new strategies in the industry. This course specifically introduces animation majors to techniques used in the construction of 3-D environments and characters including modeling, texturing, lighting, and rendering.

Prerequisite: Animation I

Students will:

1. Create believable motion in animated assets. (PC 2)
2. Demonstrate an introductory knowledge of 3D computer animation software, specifically digital imaging, and modeling. (PC 2,3)
3. Identify major historic events in animation history from its early development in the 19th century up until contemporary times. (PC 4)
4. Collaborate on projects that simulate the workflow of a studio environment. (PC 5)

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

Supplementary Readings:

- The Animators Survival Kit: Expanded Edition, Richard Williams, Faber and Faber, 2012.
ISBN: 086547897X (\$27.00)
- The World History of Animation, Stephen Cavalier, University of California Press, 2011.
ISBN: 0520261127 (\$31.00)
- Introducing Autodesk Maya 2016: Autodesk Official Press, Dariush Derakhshani, 2015 Sybex.
ISBN: 1119059631 (\$38.00)

Supplies:

- Toshiba Canvio 1TB Portable External Hard Drive (\$55.00)
- Three button mouse (\$13.00)
- Variety of Pencils (included in art kit)
- Eraser (included in art kit)

Supplies: There are no supplementary supplies for this course.