

# ANIMATION (207)

## 207-122 - Basic Drawing for Animation

Provides an overview of the drawing process and fundamentals of art and design through a variety of techniques and materials including pencil, paper and computer software. Focuses on character and perspective drawing pertaining to creating storyboards and video storytelling.

3 Credit hours

36 Lecture hours

36 Lab hours

## 207-124 - Animation 1

Introduces animation principles including timing, overlapping action, layouts, walk cycles, and character design. Explores 2-D vector-animation. (Prerequisites: 206-104 Interactive Design and Authoring; 207-122 Basic Drawing for Animation)

3 Credit hours

36 Lecture hours

36 Lab hours

## 207-126 - Introduction to 3-D Animation

Focuses on basic modeling techniques, material creation, lighting, and animation and using 3-D Max software. Students learn to create and modify cameras, helpers, and space warps. Different rendering techniques will also be explored throughout the class by students. Students create interior and exterior scenes and render the animations to files. (Prerequisite: Completion of or concurrent enrollment in 103-159 Computer Literacy – Microsoft Office)

2 Credit hours

18 Lecture hours

36 Lab hours

## 207-128 - 3-D Animation 2

Focuses on creating and animating a 3-D character. Students learn how to match camera movement from live footage and incorporate an animation into their scene. Covers staging, posing, and assembling shots to create short animation sequences. (Prerequisite: 207-126 Introduction to 3-D Animation)

3 Credit hours

36 Lecture hours

36 Lab hours

## 207-130 - Animation 2

Explores traditional 2D keyframe animation as well as character-based, cut-out style, vector animation techniques. Includes storyboard creation, character design, and lip-syncing as they apply to final animation scene compositing. (Prerequisite: 207-124 Animation 1)

3 Credit hours

36 Lecture hours

36 Lab hours

## 207-132 - Virtual Worlds and Game Applications

Focuses on animation used for interactive games and online virtual worlds. Explores virtual world creation, game design, development and execution. (Prerequisite: 207-128 3-D Animation 2)

3 Credit hours

36 Lecture hours

36 Lab hours

## 207-136 - Advanced Image Manipulation (2D)

Further develops 2-D animation skills, with focus on production procedures, character animation, as they relate to creating educational animations, with simplified HTML5 navigation. (Prerequisites: 206-104 Interactive Design and Authoring; 207-122 Basic Drawing for Animation; Recommend 207-124 Animation 1)

3 Credit hours

36 Lecture hours

36 Lab hours

## 207-138 - Introduction to Maya (3D)

Establish modeling skills and knowledge necessary to create a character that can be animated using Maya software application. Course work will help to establish a solid understanding of polygonal modeling, rigging, lighting, rendering, and animation using this application. (Prerequisite: 207-128 3-D Animation 2)

3 Credit hours

36 Lecture hours

36 Lab hours