

ART 111AM : 2-D ANIMATION: BASICS

Transcript title

2-D Animation: Basics

Credits

4

Grading mode

Standard letter grades

Total contact hours

50

Lecture hours

30

Other hours

20

Recommended preparation

ART 101AM; ART 141; and ART 142. Recommended to be taken with

Course Description

Introduces 2-D animation principles through practical, iterative exercises, emphasizing techniques that apply to any animation style. Covers visual problem solving for 2-D digital motion using industry standard software. Repeatable for credit.

Course learning outcomes

1. Recognize 2-D digital animation application logic, commonalities, and differences.
2. Utilize layering, cycles, and hierarchies to work efficiently.
3. Demonstrate technical facility with industry standard 2-D software.
4. Prepare work using best practices for organization, collaboration, and output.
5. Use media-specific terminology to receive and provide feedback.

Content outline

1. 2-D digital animation application logic, commonalities, and differences.
2. 2-D digital animation workflows and best practices.
3. Fundamentals of animation.
4. 2-D animation staging, shot creation, and output.
5. Constructive critique, giving and receiving feedback between instructor and classmates.

Required materials

Students will need to provide specific materials used in this course, which may include textbook or other course reading documents; please see the syllabus for a detailed list.