ART 112 : 2-D ANIMATION: NARRATIVE AND SCENE BUILDING

Transcript title

2-D Animation: Narrative

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 principles of narrative story development and professional techniques for generating and presenting storyboards. Focuses on effective shot conception, sequence pacing, and staging methods using industry standard software. Repeatable for credit.

Course learning outcomes

1. Practice effective scene planning and shot creation through genre and media research.
2. Demonstrate visual problem solving and iterative scene development, using industry standard 2-D software.
3. Illustrate technical facility with industry standard 2-D software.
4. Prepare work using best practices for organization, collaboration, output, and presentation.
5. Use media-specific terminology to receive and provide feedback.

Content outline

1. Principles and conventions of narrative structure.
2. Visual and film language for staging, pacing, and story development.
3. Effective and efficient world-building practices.
4. Current industry story development and production pipelines.
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.