

ART 113 : 3-D ANIMATION: BASICS

Transcript title

3-D Animation: Basics

Credits

4

Grading mode

Standard letter grades

Total contact hours

50

Lecture hours

30

Other hours

20

Prerequisites

ART 111.

Recommended preparation

ART 101AM and ART 112. Recommended to be taken with

Course Description

Introduces 3-D animation principles and techniques for production of shots, sequences, and digital motion graphics using industry standard software. Focuses on efficient workflows and iterative scene development. Repeatable for credit.

Course learning outcomes

1. Exemplify animation fundamentals through motion exercises and shot creation.
2. Execute best practices in 3-D applications for visual problem solving and iterative scene development.
3. Demonstrate technical facility with industry standard 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. 3-D digital animation application logic, organization, navigation, and problem-solving.
2. 3-D digital animation workflows and best practices.
3. The fundamentals of animation as applied to 3d geometry, hierarchical networks and rigs.
4. Motion graphics.
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.