

ART 213AM : 3-D ANIMATION: CHARACTER PERFORMANCE AND DYNAMICS

Transcript title

3-D Animation: Character

Credits

4

Grading mode

Standard letter grades

Total contact hours

50

Lecture hours

30

Other hours

20

Prerequisites

ART 113AM.

Recommended preparation

ART 101AM; ART 112AM; ART 141; and ART 142.

Course Description

Builds on skills gained in ART 113AM. Animation scene assembly and development in 3-D space. Focuses on character animation, investigating control rig manipulation and effective strategies for digital performance, motion, and timing, based on fundamental principles. Examines workflows for consistent renewal of industry-ready portfolio reels. Repeatable for credit.

Course learning outcomes

1. Apply the fundamental principles of animation to 3-D character scene creation.
2. Manipulate key poses and editor curves on a digital platform for convincing motion and timing.
3. Compare cycle and movement methodologies in animation, filmmaking, and gaming.
4. Implement file management and scene assembly used in collaborative industry production environments.
5. Assemble the template for an adaptable portfolio reel.
6. Evaluate animated work, considering artistic and technical elements.
7. Apply media-specific terminology to receive and provide feedback.

Content outline

1. Short animated actions, shots, and sequences, refined in stages from broad to specific considerations.
2. Non-destructive editing of character clips and cycles.
3. Character animation reel development.

4. Character animation examples: narrative clarity and utilization of animation principles.
5. Historical developments and notable figures in animation.
6. 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.

General education/Related instruction lists

- Arts and Letters