

ANIMATION CURRICULUM – 3D Track

AC 4-19-17

Total Credits: 65-66 Studio Credits: 41-42; Academic Credits: 24

The 3-D animation track at DCAD offers students the opportunity to develop skills in 3-D modeling, texturing and lighting as well as the fundamentals of rigging and movement in a 3-D environment. The curriculum encompasses both 2-D traditional means of animating to expand their knowledge of timing and spacing in objects and the use of current computer technologies to push their animation craft. In addition to courses that develop critical computer skills and time-honored animation principles, students will take life-drawing courses to better understand proportions, volume and line in relation to their own designs. In addition, students will investigate alternate modes of making moving images with live action and motion media projects. In conjunction with the Liberal Arts curriculum, standardized theories and contemporary practices are explored through multiple courses that emphasize the history of animation, film, and art. In the final semester, students will be able to take one of the following studio electives; 3-D Design II, Experimental Animation, or Figure Drawing.

SEMESTER I OFFERED: FALL & SPRING

Credits: 18 Studio Credits: 12; Academic Credits: 6

Foundation Seminar	3
Drawing I	3
2D Design I: Black and White	3
3D Design I	3
Art History I	3
Reading and Composition	3

SEMESTER II OFFERED: SPRING & SUMMER

Credits: 18 Studio Credits: 12; Academic Credits: 6

Drawing II	3
2D Design II: Color	3
4D Design	3
Animation I	3
Art History II	3
Writing for the Arts	3

SEMESTER III OFFERED: SPRING & SUMMER

Credits: 15 Studio Credits: 9; Academic Credits: 6

Drawing for Animation	3
Principles of 3D Animation	3
Storyboard/Storytelling	3
Art History III	3
Writing about Modern Literature	3

SEMESTER IV OFFERED: SPRING & SUMMER

Credits: 15 Studio Credits: 9; Academic Credits: 6

3D Character Animation	3
Digital Video	3
Studio Elective	2 or 3
Moving Pictures	3
Liberal Arts Elective	3