

DIGITAL TECHNOLOGIES FOR ANIMATION

3.25.2017

WITH STUDENT LEARNING OUTCOMES

Digital Technologies for Animation (AN205, 3 credits)- 2D Track

Course Description:

Students will learn how to use multiple 2D digital software programs to create, edit, and composite content for animated sequences. The course will include how to use the tools of digital imaging, digital cel, and video editing technologies through all stages of production while creating projects that emphasize the basic principles of animation. Students will produce short works that explore the intersection of visual arts, moving graphics, and time-based media while communicating ideas in a clear and effective manner.

Prerequisite: Animation I

Students will:

1. Design and manipulate digital assets for animation, video, and motion media. (PC 5)
2. Develop essential compositing and production skills related to the 2D animation pipeline. (PC 3, 5)
3. Use mathematical systems of measurements for effective animation of two-dimensional elements using the computer (PC 2, 3, 5)
4. Demonstrate a working knowledge of multiple Adobe Creative Cloud applications. (PC 3)

Required Texts: There is no required text for this course.

Supplementary Readings:

- Adobe After Effects CC Classroom in a Book (2017 release), Fridsma, Lisa & Gyncild, Brie, Adobe Press, 2017. ISBN: 0134665325 (\$57.00)

Supplies:

- Toshiba Canvio 1TB Portable External Hard Drive (\$55.00)
- Wacom Intuos Drawing Tablet (6.7 x 8.2 inch) (\$80.00)

Supplemental Supplies: There are no supplementary supplies for this course.