INTRODUCTION TO COMPUTER ANIMATION
WITH STUDENT LEARNING OUTCOMES   3.25.2017

Introduction to Computer Animation (AN216, 3 credits) – 2D Track

Course Description:

This course introduces students to the principles and techniques used in 3D computer modeling and animation. Student will first learn basic modeling, texturing, lighting, and rendering. Students will then learn how to animate in 3D digital environment. Projects will include working with pre-rigged models to improve quality of movement of animated sequences. Students will create unique models, props, and settings for use in their own 20-second completed animation.

> *Prerequisite: Animation I*

Students will:

1. Demonstrate a basic application of Maya computer animation software. (PC 2,3)
2. Evaluate and manipulate quad-polygons through the creation of 3D generated characters and environments. (PC3)
3. Demonstrate the ability to apply animation techniques such as key frames, interpolation, and motion paths to animated assets. (PC 2)
4. Apply traditional animation principles to computer animation. (PC 2, 3)
5. Demonstrate basic knowledge of character animation and character rigging in final original short. (PC 2)

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

Supplementary Readings:

* Introducing Autodesk Maya 2016: Autodesk Official Press, Dariush Derakhshani, 2015 Sybex.

> ISBN: 1119059631   ($38.00)

Supplies:

* Toshiba Canvio 1TB Portable External Hard Drive ($55.00)
* Three Button Mouse ($13.00)

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