

# Animation (ANI)

---

## Courses

### **ANI 123 Concept Art for Animation\* (3 Hours)**

**Prerequisites or corequisites:** RDG 126 or College Reading Readiness

This basic concept art course is designed for graphic artists, animators, and game artists. Students will study basic and advanced drawing elements and principles. Students will produce conceptual artwork used in animation, graphic arts and gaming, including realistic and cartoon character design, vehicles, architecture, and landscape environments. 6 hrs. integrated lecture-studio/wk.

### **ANI 125 Introduction to 2D Animation\* (3 Hours)**

**Prerequisites or corequisites:** ANI 123

In this course students will learn all aspects of traditional 2D animation, including flipbook, cell, puppet and claymation. Students will create a 2D character, write a story, fabricate a simple puppet and take it through a series of exercises. Experimental animation will be integrated into the course using paper cutouts, replacement animation and stop motion. 6 hrs. integrated lecture studio/wk.

### **ANI 145 Introduction to 3D Animation\* (3 Hours)**

**Prerequisites or corequisites:** ANI 250

This introductory course will provide a historical background and general design and production issues for 3D animation. The details of modeling dimensional objects and environments and a range of simple to complex rendering techniques will be covered. Issues associated with telling a story through moving pictures such as screenplay writing, storyboarding and techniques for bringing an animated character to life will be explored. Students will also be introduced to motion graphics, and generate basic animation, compositing, and effects. 6 hrs. integrated lecture-studio/wk.

### **ANI 245 Character Animation\* (3 Hours)**

**Prerequisites:** ANI 250

Students will continue to refine their skills in a variety of character animation media. The computer and cutting edge software has become an increasingly important tool in creating character animatics, 2D and 3D character animations. More principles and elements of character animation will be introduced to create more realistic, believable and engaging stories. Continued focus on the importance of plot, character development, key principles of animation and artistic skill will push students into realms of endless creativity and imagination. 6 hrs. integrated lecture-studio/wk.

### **ANI 250 Game Art Assets\* (3 Hours)**

**Prerequisites or corequisites:** CDTP 135

This course provides an introduction to making game art assets, and animations for next generation games. Students create high polygon, and low polygon gaming models of characters, land and air based vehicles, weapons, ammunition, health items, armor, power-ups and other model assets used in game play. Students create textures, rigging, light assets, animations, and export them into an existing game engine. 6 hrs. integrated lecture-studio/wk.

### **ANI 255 Advanced Animation and Effects\* (3 Hours)**

**Prerequisites:** ANI 245

The Advanced Animation and Effects course exposes students to various Hollywood style effects, from viscous liquid to open ocean effects. Through hands-on tutorials students will simulate and render a variety of visual effects including fire, explosions, smoke, steam, lightning, rain, snow storms and tornados. These are just a few of the many limitless possibilities that are required by today's demanding visual effects companies. The students will also explore compositing, combining CG (computer generated) and live video together to create stunning imagery. 6 hrs. integrated lecture-studio/wk.

### **ANI 258 Game Level Design\* (3 Hours)**

**Prerequisites:** ANI 250

This course provides an introduction to game level design and how to create interior and exterior levels using the same state of the art editing tools that are used in ultra high-end video games. Students learn to build white box levels first and then populate the level with detailed original game artwork. Students will create terrain maps, textures and interactively place static meshes into the game editor to enhance the visual aspects of the level. Students explore how to build a map that is purposeful and exciting to play 6 hrs. integrated lecture-studio/wk.

### **ANI 260 Animation Capstone\* (3 Hours)**

**Prerequisites:** ANI 255

In this course, the student will use all the knowledge attained in previous core animation courses and develop a finished 1-2 minute independent movie following a predetermined animation production process and schedule. Students will develop a portfolio including an auto-run DVD or VHS tape, and a hard copy portfolio including illustrations of characters, model sheets, storyboards, props, environments, textures and final rendered scenes created for the movie. 6 hrs. integrated lecture-studio/wk.

**ANI 270 Visual Effects and Compositing\* (3 Hours)**

**Prerequisites:** ANI 145

This course emphasizes the importance of breaking down visual effects shots for effective compositing. Advanced topics will include correct use of garbage mattes, 2D/3D visual effects, blue screen or green screen removal, traveling mattes, image correction, lighting and shading. An introduction to the production pipeline used in professional film and TV work will also be covered. 6 hrs. integrated lecture-studio/wk.

**ANI 273 Career Preparation\* (4 Hours)**

**Prerequisites or corequisites:** ANI 260

This course will provide interactive media majors instruction in the presentation of his or her work in a digital portfolio format of professional quality. A printed and written resume will be produced. Self-promotion, networking, job searches and interview skills will also be covered. 3 hrs. lecture, 2 hrs. lab/wk. CIM 273 is the same course as ANI 273; do not enroll in both. This course is taught in the spring semester.