

# Minnesota State University Moorhead

## ANIM 416: Animation Studio

### A. COURSE DESCRIPTION

Credits: 4

Lecture Hours/Week: 4

Lab Hours/Week: 0

OJT Hours/Week: \*.\*

Prerequisites:

This course requires the following prerequisite

ANIM 316 - 3D Animation

Corequisites: None

MnTC Goals: None

Advanced study in 3D and 2D animation techniques, the Animation Studio challenges students to advance their conceptual development, storytelling abilities, and technical skills, while collaborating and leading through key animation crew roles.

**B. COURSE EFFECTIVE DATES:** 02/02/2019 - Present

### C. OUTLINE OF MAJOR CONTENT AREAS

1. Communication, collaboration, and scheduling between crew members
2. File sharing and file integration between crew roles
3. Advanced 2D and 3D Animation
4. Hybrid workflows
5. Pre-visualization and Animatics
6. Animation crew roles

### D. LEARNING OUTCOMES (General)

1. Work collaboratively and exercise proper workflow and file sharing between crew roles.
2. Create animatics with sound and proper timing.
3. Create and animate a project using advanced computer applications and workflows.
4. Practice hybrid animation workflows.
5. Understand key animation crew roles.

### E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

None

### F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

### G. SPECIAL INFORMATION

None noted