Minnesota State University Moorhead

ANIM 116: Foundations in Animation

A. COURSE DESCRIPTION

Credits: 4

Lecture Hours/Week: 4

Lab Hours/Week: 0

OJT Hours/Week: *.*

Prerequisites: None

Corequisites: None

MnTC Goals: None

A foundation course in which students learn the basic principles of animation, develop visual language, storytelling, and observation skills. Students explore various styles and methods of animation including 2D and 3D animation. Emphasis is placed on drawing, analysis of action, analysis of performance, blocking of action, and staging. Various technical topics covered include script, storyboarding, framerates, editing animatics, scanning, working with image sequences, aspect ratios, alpha channels, vector vs. raster art, compositing, and rendering.

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

C. OUTLINE OF MAJOR CONTENT AREAS

1. Basic 2D and 3D Animation
2. Principles of Animation
3. Pre-visualization and Pre-production tools
4. Drawing and Concept Art
5. 2D, 3D, and mixed media
6. Movement over time and keyframing
7. Storyboarding and Animatics
8. Force and motion
9. Perspective
10. 12 principles of animation
11. Rendering and compositing

D. LEARNING OUTCOMES (General)

1. Understand animation concepts and the foundations of an animation workflow.
2. Understand animation principles through animation praxis, using 2D and 3D computer software.
3. Create and animate introductory-level sequences using traditional and computer generated images.

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

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted