

## AN2D 3360 - ANIMATION LAYOUT + PRODUCTION DESIGN

Credits: 3

In this junior-level studio course, students explore different stylistic approaches to development of original characters and environments. Using traditional and digital media, students produce model sheets, background layouts and character layouts. Upon successful completion of this course, students will have a greater working knowledge of staging, perspective and composition, and how these pertain to cinematic motion and design.

Prerequisites: AN 2310 - Creative Visualization

Notes: (Formerly AN 4010 Animation Layout + Production Design)

Course Learning Outcomes:	Exceeding	Meeting	Developing	Not meeting	Program Outcomes	Institutional Outcomes
Design backgrounds and characters with a strong emphasis on narrative.	All background elements and characters support an overall narrative, backgrounds and characters are original and have strong understanding of anatomy, color theory, perspective and storytelling.	Environments and characters add to an overall narrative, student had clear goals in mind for designing background elements and characters.	Student applies ideas for narrative but the story or intention is unclear to viewers.	Student doesn't actively apply narrative ideas to layout or characters, illustrations have a basic structural understanding but read without narrative.	AN2D-2, AN2D-3, AN2D-6, AN2D-8	Design Competence, Critical Thinking, Communication Competence
Demonstrate staging and perspective in concept work.	Student has advanced knowledge of perspective techniques, color, lighting and high quality draftsmanship. Student can place multiple characters into composition believably and has a strong understanding staging and composition to create a focal point.	Student understands perspective, composition and layout principles and can appropriately apply lighting and color.	Student has a basic understanding of perspective but some elements are not lining up correctly. Complex elements like stairs or curved surfaces are not correctly placed within guide lines.	Student does not understand basic perspective principles and struggles to keep character consistent.	AN2D-2, AN2D-3	Design Competence, Critical Thinking
Explore the impact of digital and traditional media on design.	Student applies advanced understanding of design techniques (traditional and digital) to create a cohesive design style throughout composition and character design. These elements can be applied throughout multiple ideas to show intentional design.	Student explores illustrates through multiple mediums (traditional and digital) to create different designs and overall finishes to add to a narrative whole.	Student works within a limited number of mediums and overall designs all are the same style. Student doesn't venture out of their comfort zone to explore different mediums.	Student doesn't understand designing as a whole, only uses limited resources and does not show ability to work between traditional or digital methods.	AN2D-3, AN2D-6	Design Competence, Critical Thinking