AN2D 3620 - 2D + Z

Credits: 3

2D + Z = 3D! This junior-level studio course is designed to help demystify 3D animation tools and how they pertain to the 2D artist. In this class students will learn how to utilize 3D Animation programs to create 3D geometry and materials for use in a 2D/3D hybrid production. Upon successful completion of this course students will have a foundational understanding of 3D tools and their importance in the production of an animated production.

Prerequisites: AN2D 3520 - 2D Computer Animation I

Course Learning Outcomes:	Exceeding	Meeting	Developing	Not meeting	Program Outcomes	Institutional Outcomes
Recognize the relevance of 3D applications in 2D production.	Student is able to consistently identify 3D assets in 2D animation productions	Student is sometimes able to recognize 3D assets in production	Student recognizes the use of 3D assets in 2D production but has difficulty recognizing the assets or the relevance of their use.	Student is not able to recognize 3D assets in 2D production and does not understand the relevance of using 3D assets in 2D production	AN2D-1, AN2D-2, AN2D-6	Design Competence, Critical Thinking
Generate original 3D assets for use in 2D animation production.	Student is able to create 3D assets with minimal flaws. Models exhibit proper topology	Student is able to create 3D assets in software but the assets have some topological errors or other technical imperfections.	Student is able to create 3D assets in software but the assets have many topological errors or other technical imperfections.	Student is able to create 3D assets in software but the assets have major topological errors or other technical imperfections.	AN2D-1, AN2D-2, AN2D-3, AN2D-6	Design Competence, Critical Thinking
Incorporate original or prefabricated 3D assets into a 2D production.		Student properly imported and incorporated 3D assets into 2D production		Student did not import and incorporate 3D assets into 2D production	AN2D-1, AN2D-3, AN2D-6	Design Competence, Critical Thinking
Utilize 3D and 2D animation assets in the creation of an animated sequence.	Student is able to consistantly assemble 3D and 2D assets to create animated sequence.	Student assembled 2D and 3D assets into an animation sequence with minor flaws. Flaws include but are not limited to improper movement, improper perspective	Student assembled 2D and 3D assets into animated sequence. Noticable flaws with animation quality, camera movement, perspective matching, composite.	Student did not successfully assemble 3D and 2D assets to create an animated sequence. Animation is not readable, 3D assets were not implemented or were implemented incorrectly.	AN2D-1, AN2D-3, AN2D-6, AN2D-9	Design Competence, Critical Thinking