

## AN2D 4240 - ADVANCED CHARACTER ANIMATION + MOTION STUDIES

Credits: 3

This senior-level studio course is a continuation of Character Animation + Motion Studies. Students will refine their skills and knowledge through assignments that include character acting with lip-sync

Prerequisites: AN2D 3230 - Character Animation + Motion Studies

Notes: (Formerly AN 4410 Advanced Character Animation Motion Studies)

Course Learning Outcomes:	Exceeding	Meeting	Developing	Not meeting	Program Outcomes	Institutional Outcomes
Animate non-human characters with a strong emphasis on weight, physics, performance and acting	Animation demonstrates proper weight and acting is clearly driven by the thoughts of the character. Proper application of animation principals is apparent and acting theory is used to heighten the performance.	Animation exhibits weight and thought driven acting but may lack implementation of all animation principals. Performance reads but may appear stiff or floaty.	Animation is floaty, only demonstrating elementary understanding of weight and acting. Some motion does not appear to be driven by a thought process.	Animation does not read and does not follow any of the principals of animation or acting techniques	AN2D-1, AN2D-3, AN2D-9	Design Competence, Critical Thinking
Translate and combine effects such as snow, fire, smoke and rain into a 2D visual style	Student applies advanced understanding of fire, smoke or rain and implements them into a scene. Includes and emphasizes environmental elements while maintaining a structural understanding of fire, smoke or rain.	Student is able to properly animate fire and smoke using the wave principle, flames and smoke follow a directed path and dissipate in a believable manner. Student understands applying momentum to rain and how water impacts with surface.	Student's key drawings are structurally average, they don't understand how fire, smoke, and rain dissipates so the form doesn't create a believable representation of fire, smoke or rain.	Student doesn't understand basic principles of fire and smoke dissipation, spacing and timing for rain is inconsistent and the overall product doesn't give a believable interpretation of fire, smoke or rain.	AN2D-1, AN2D-2, AN2D-3, AN2D-6, AN2D-9	Design Competence, Critical Thinking
Recognize proper motion study as it translates into quality animation	Student shoots reference, compiles research and finds unique ways to apply it to their animations. This includes an understanding of the motion itself and the ability to exaggerate the motion to emphasize the animation as a whole.	Student is able to find or shoot reference and act out motions to apply them to their understanding of animation.	Student's understanding of motion study is lacking, they rarely apply motion techniques within their animations.	Student does not apply motion study at all, work is inconsistent and the overall quality of the animation reflects motion that is jittery and unbelievable.	AN2D-6, AN2D-9	Critical thinking
Identify phoneme mouth shapes and apply them to dialogue and lip-sync for non-human characters	Student consistently uses the correct phonemes and the inbetween animation is appropriate	Student able to identify proper phonemes with some errors. Transitional animation reads but needs additional work	Student incorrectly chooses phonemes or does not apply proper exaggeration. Transitional inbetweens need work and sometimes distract	Student is not able to correctly identify and apply the correct phonemes. Inbetween animation does not read and diminishes the animation further.	AN2D-1, AN2D-3, AN2D-6, AN2D-9	Design Competence, Critical Thinking
Differentiate locomotion in quadruped, biped and avian characters	Student is able to convincingly and consistently create animation that demonstrates proper locomotion with bipeds, quadrupeds and avian characters	Student is able to create animation that demonstrates proper locomotion with bipeds, quadrupeds and avian characters with some flaws.	Student is able to create animation that demonstrates locomotion with bipeds, quadrupeds and avian characters with flaws that effect the readability of the motion	Student is not able to create animation that demonstrates proper locomotion with bipeds, quadrupeds and avian characters. Animation has major flaws that cause the animation to be unreadable.	AN2D-1, AN2D-6, AN2D-9	Design Competence, Critical Thinking