

AN2D 4520 - 2D COMPUTER ANIMATION II

Credits: 3

In this senior-level studio course, students will produce an animated short within a group setting. Students create key frame animation, clean up, in-betweens, and digital ink and paint. Students are encouraged to use 3D elements, post production effects, compositing, and color correction. Upon successful completion of this course students will have created an animated short following industry practices.

Prerequisites: AN2D 3620 - 2D + Z and AN2D 3520 - 2D Computer Animation I

Course Learning Outcomes:	Exceeding	Meeting	Developing	Not meeting	Program Outcomes	Institutional Outcomes
Demonstrate advanced 2D animation techniques in a digital environment.	Student applies multiple facets of their understanding of Toon Boom Harmony into scenes, using nodes on characters and environmental elements, timing with x-sheets, and using Overlay, Underlay, Lineart and Color layers.	Student shows advanced understanding of Toon Boom Harmony; drawing/painting elements, can apply nodes, use pegs, x-sheets and sub-layers.	Student uses Toon Boom Harmony to animate but color and lineart has gaps and is on same layer, does not understand the fundamentals of nodes or pegs.	Student has no understanding of Toon Boom Harmony, lines are wobbly and inconsistent, does not understand pegs, nodes or cleanup methods within Toon Boom.	AN2D-1, AN2D-3, AN2D-5, AN2D-9	Design Competence, Critical Thinking
Apply post-production effects and advanced camera moves to increase narrative impact of animation.	Student uses After Effects, Premiere, Toon Boom Harmony to apply multiple nodes, camera movements or visual effects to animations to emphasize narrative.	Student uses Toon Boom Harmony to compose their animation, using camera movement and nodes - student understands how to ease in/out for impactful camera movement.	Student can apply post-production effects but it doesn't add to the overall narrative quality of the film.	Student does not apply any post-production effects/ camera movements or does not understand how to.	AN2D-1, AN2D-3, AN2D-5, AN2D-6, AN2D-9	Design Competence, Critical Thinking
Use industry-standard software for digital color and camera work. Create and adhere to an industry-focused production timeline.	Student uses Toon Boom to color, shade and composite as well as using advanced camera movements with ease in/out to create high-quality final work.	Student uses Toon Boom to color and apply camera movements to their work.	Student colors in Toon Boom but lines are shakey and there are gaps within frames, student applies camera movement but it doesn't add to the whole of the film.	Student doesn't color or finish work in Toon Boom, final work is shaky or unreadable and doesn't have camera movements.	AN2D-1, AN2D-6, AN2D-9	Design Competence, Critical Thinking
Cohesively integrate 3D elements into 2D environments.	Student integrates and animates with 3D elements in a believable and cohesive way. 3D elements add to a narrative whole and create more depth within the animation.	Student imports 3D elements into 2D backgrounds and utilizes camera movements to create dynamic animations.	Student imports 3D elements but does not use 3D elements to add to the animation, 3D element seems out of place and unnecessary.	Student does not apply 3D elements into work.	AN2D-1, AN2D-3, AN2D-9	Design Competence, Critical Thinking