AN2D 1390 - DRAWING + ACTING FOR ANIMATION

Credits: 3

In this freshman-level studio course, students explore the importance of acting and performance to build upon fundamental animation skills. With an emphasis on mass, volume, structure, and design, students use simplified drawing techniques to express character behavior as it applies to "moving drawings." By the end of the course, students understand the value of solid character structure, how to create drawings that convey emotion, and how to more effectively create key poses and realistic facial and body expressions.

Prerequisites: FD 1370 - Life Drawing I, AN 1230 - Fundamentals of Animation

Notes: (Formerly AN2D 2210 Drawing + Acting for Animation)

Course Learning Outcomes:	Exceeding	Meeting	Developing	Not meeting	Program Outcomes	Institutional Outcomes
Create iterative work with original ideas through multiple sketches, demonstrating a clear progression to high quality, readable and animatable designs.	Evaluates and applies repetition to improve drawing skills	Engages in repetition to improve drawing skills	Identifies repetition to improve drawing skills	Does not recognize repetition to improve drawing skills	AN2D-2, AN2D-5	Design Competence
Apply understanding of anatomy and form to create images that convey character movement.	Synthesize how human anatomy and form affects character movement	Compares/contrasts how human anatomy and form affects character movement	Identifies how human anatomy and form affects character movement	Does not recognize how human anatomy and form affects character movement	AN2D-1, AN2D-2, AN2D-5, AN2D-6	Design Competence Critical Thinking
Translate live action acting and performance theories to create strong character poses.	Analyze motion for acting and performance as it applies to an animated character	Combine motion for acting and performance as it applies to an animated character	List motion for acting and performance as it applies to an animated character	Does not recognize motion for acting and performance as it applies to an animated character	AN2D-2, AN2D-5, AN2D-6, AN2D-9	Design Competence Critical Thinking
Create character poses with strong perspective, silhouette, weight, balance, expression, mood and pose.	Intergrate animation with strong perspective, silhouette, weight, balance, expression, mood and pose	Combine animation with strong perspective, silhouette, weight, balance, expression, mood and pose	Identify animation with strong perspective, silhouette, weight, balance, expression, mood and pose	Does not recognize animation with strong perspective, silhouette, weight, balance, expression, mood and pose	AN2D-2, AN2D-3, AN2D-6, AN2D-9	Design Competence Critical Thinking