

# 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 combined with specific activities or conflicts. Upon successful completion of this course students will have animated advanced, narrative-driven motion using character, performance and dialogue.

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 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. Final animation is polished and of portfolio quality	Animation exhibits weight and thought driven acting but the Performance 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 weight, physics or acting techniques	AN2D-1, AN2D-2, 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 dissapate 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 and apply proper character motion principles to create quality animation.	Proper application of animation principals is apparent. Motion is polished and demonstrates thorough understanding of application of animation principles.	Application of animation principals is apparent but some are in need of additional polish.	Animation principles have not been apply properly throughout the animation. Evidence can be seen of understanding of principles but additional polish and practice is necessary.	There is little or no evidence of any animation principles being applied properly.	AN2D-3, AN2D-6, AN2D-9	Design Competence Critical Thinking
Identify phoneme mouth shapes and apply them to dialogue and lip-sync for non-human characters.	Student consistantly 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