

AN 3760 - TOOLS + TECHNIQUES OF CONTEMPORARY ANIMATION

Credits: 3

In this junior-level studio course students are introduced to the tools necessary to integrate 2D and 3D assets into finished motion graphics. Students will gain experience with compositing elements created in various software programs to produce finished motion graphics pieces suitable for film, television and game production.

Prerequisites: Completion of 72+ credit hours

Notes: (Formerly AN 3760 Tools + Techniques of Contemporary Animation)

Course Learning Outcomes:	Exceeding	Meeting	Developing	Not meeting	Program Outcomes	Institutional Outcomes
Apply digital effects to enhance video imagery.	Digital effects are properly applied in all situations	Digital effects are present but not consistently and properly applied.	Some digital effects applied are negatively effecting imagery	Digital effect not properly applied and are negatively effecting visual imagery	AN2D-1, AN2D-2, AN2D-3, AN2D-6	Critical Thinking, Design Competence
Execute post-production processes such as compositing, chroma-keying and rendering.	Composites are free of errors displaying no artifacts. All render settings meet requirements.	Composites have minimal errors i.e. halos, holes, color spill. Some rendering options are not properly set.	Several errors with composite. Render settings partially meet standards	Composited assets are obvious and do not blend into the shots. Render setting do not conform to required settings	AN2D-1, AN2D-2, AN2D-6	Design Competence, Critical Thinking
Solve problems inherent to working with digital art assets.	Student consistently is able to apply creative problem solving skills to overcome obstacles	Student sometimes is able to use problem solving skills to overcome problems.	Student has difficulty solving problems but utilizes peers/instructor to help overcome	Student is not able to solve problems and consistently requests help to overcome difficulties.	AN2D-1, AN2D-6	Critical Thinking
Assemble broadcast-quality video.	Student correctly assembled all assets and rendered video according to broadcast settings	Student correctly assembled assets and rendered video but some processes were not completed properly i.e. improper size, codec, frame rate etc	Student incorrectly assembled and or rendered assets such that final video quality was effected or format was incorrect	Student did not assemble assets correctly and or did not implement proper broadcast rendering techniques	AN2D-1, AN2D-3, AN2D-4, AN2D-6	Design Competence, Critical Thinking