AN3D 4250 - ADVANCED 3D COMPUTER ANIMATION MOTION STUDIES

Credits: 3

In this senior-level studio course students further develop their skills, insights, and knowledge of character animation. Topics of study include advanced forms of locomotion, the relationship between storytelling and character animation, dialogue, and the importance of acting and performance. Upon successful completion of this course, students will have completed a series of animation exercises for use in their senior portfolio.

Prerequisites: AN3D 3230 - 3D Computer Animation Motion Studies

Course Learning Outcomes:	Exceeding	Meeting	Developing	Not meeting	Program Outcomes	New Institutional Outcomes
Animate complex movement with 3D characters, emphasizes weight, physics, performance and acting.	Integrates complex movement with 3D characters, emphasizes weight, physics, performance and acting	Summarizes complex movement with 3D characters, emphasizes weight, physics, performance and acting	Recognizes complex movement with 3D characters, nor emphasizes weight, physics, performance and acting	Does not recognize complex movement with 3D characters, nor emphasizes weight, physics, performance and acting	AN3D-1, AN3D-3, AN3D-5, AN3D-6, AN3D-9	Critical Thinking, Design Competence
Identify phoneme mouth visimes and their application into dialogue and lip synch.	Analyzes phoneme mouth visimes and thier application into dialogue and lip synch	Combines phoneme mouth visimes and thier application into dialogue and lip synch	Recognizes phoneme mouth visimes and thier application into dialogue and lip synch	Does not recognize phoneme mouth visimes and their application into dialogue and lip synch for 3D characters	AN3D-1, AN3D-3, AN3D-6, AN3D-9	Critical Thinking, Design Competence
Implements the 12 principles of animation.	Synthesizes the 12 principles of animation	Compares and contrasts the 12 principles of animation	Identifies the 12 principles of animation	Does not identify the 12 principles of animation	AN3D-1, AN3D-3, AN3D-6, AN3D-9	Critical Thinking
Differentiates the difference in locomotion between quadruped, biped and avian characters.	Evaluates the difference in locomotion between quadruped, biped and avian characters	Summarizes the difference in locomotion between quadruped, biped and avian characters	Identifies the difference in locomotion between quadruped, biped and avian characters	Does not identify the difference in locomotion between quadruped, biped and avian characters	AN3D-1, AN3D-3, AN3D-6, AN3D-9	Critical Thinking, Design Competence