

## AN2D 3230 - CHARACTER ANIMATION + MOTION STUDIES

Credits: 3

This junior-level studio course further develops the student's skills in the analysis and application of movement, focusing on human and animal locomotion. Students are encouraged to develop their own characters and investigate personality and emotion in their animation. Upon successful completion of this course, students will have a greater understanding of weight, motion, timing, and various aspects of drawing related to believable character animation.

Prerequisites: AN 1230 - Fundamentals of Animation and AG2300 - Animation + Game Art Sophomore Portfolio Review

Course Learning Outcomes:	Exceeding	Meeting	Developing	Not meeting	Program Outcomes	Institutional Outcomes
Create character animation 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
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
Apply phoneme mouth shapes to dialogue and lip-sync exercises.	Student consistently 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-2, AN2D-3, AN2D-6, AN2D-9	Design Competence Critical Thinking