

GA 4110 - GAME ANIMATION + MOTION CAPTURE

Credits: 3

In this senior-level studio course, students will learn the techniques used in the production of animation for games. Students will film reference footage for character motion/performance and animate character loops, cut scenes and dialogue using a combination of key-frame animation and motion-capture data. Upon successful completion of the course, students will have developed a series of looping and transitional character animations as well as a dialog cut scene.

Prerequisites: AN3D 3230 - 3D Computer Animation Motion Studies

Notes: (Formerly GA 3110)

Course Learning Outcomes:

Course Learning Outcomes:	Exceeding	Meeting	Developing	Not meeting	Program Outcomes	New Institutional Outcomes
Create key frame animation for a pre-rigged character.	Integrate key frame animation for a pre-rigged character	Combines key frame animation for a pre-rigged character	Growing toward an effective performance. Exploration of weight, timing and velocity in the graph editor is evident.	Ineffective performance through a pre-rigged CG character for narrative or game play purposes. Little evidence of Graph Editor usage.	GA-1, GA-3, GA-6, GA-9	Design Competence, Critical Thinking
Create a series of looping or non-looping animation for game character animation.	Looping animation are complete, all loop properly and are suitable for portfolio	Looping animation are complete but some may need additional work with polish or removing kinks in the loop	Looping animation are not all complete and many need additional work with polish or removing kinks in the loop	Looping animation are not complete and all are in need of additional work with polish or removing kinks in the loop	GA-1, GA-6, CA-9	Design Competence, Critical Thinking