

AN2D 3550 - 2D ANIMATION III

RmcaD

This junior-level studio course provides students with the opportunity to work through the animation production process digitally in Toon Boom Harmony by performing keyframe animation, clean up, in-betweens, and digital ink and paint as well as incorporating post-production effects such as compositing and color correction. Upon successful completion of this course, students have a polished piece of work that showcases attention to professional 2D computer production techniques. Students must demonstrate an ability to adhere to a strict schedule and an understanding of 2D digital pre-production and post-production techniques, as well as stylization and polish.

Prerequisites: AN2D 2450 - 2D Animation II or AN2D 4240 Advanced Character Animation + Motion Studies

Notes: (Formerly AN2D 3520 - 2D Computer Animation I, AN 3320 2D Computer Animation)

COURSE LEARNING OUTCOMES		Exceeding	Meeting	Developing	Not meeting	Program Outcomes	Institutional Outcomes
Fundamental 2D Animation Techniques	Demonstrate fundamental 2D animation techniques in a digital environment.	Applies fundamental 2D animation techniques in a digital environment.	Combines fundamental 2D animation techniques in a digital environment.	Identifies fundamental 2D animation techniques in a digital environment.	Does not recognize fundamental 2D animation techniques in a digital environment.	AN2D-2, AN2D-6, AN2D-8, AN2D-9	Design Competence Critical Thinking
Color Theory	Examine how color theory supports storytelling.	Evaluate how color theory supports storytelling.	Paraphrase how color theory supports storytelling.	Define how color theory supports storytelling.	Does not identify how color theory supports storytelling.	AN2D-5, AN2D-8, AN2D-9	Design Competence Critical Thinking
Industry-standard Software	Use industry-standard software for digital color and camera work.	Apply industry-standard software for digital color and camera work.	Utilize industry-standard software for digital color and camera work.	Identify industry-standard software for digital color and camera work.	Does not recognize industry-standard software for digital color and camera work.	AN2D-3, AN2D-6	Design Competence Critical Thinking

Course Learning Outcome Rubrics include the criteria for course learning outcomes, the descriptions, and definitions identifying the characteristics tied with each criterion, and a rating scale for performance levels that identifies learners' levels of proficiency within each criterion. Course Learning Outcome Rubrics include program and institutional outcome alignment. Rubrics for Art Education and Interior Design also include programmatic accreditation alignment. Course Learning Outcome Rubrics are utilized by the department in activities related to course-level learning assessment.