AN2D 4530 - 2D ANIMATION IV

RMCAD

Credits: 3	

In this senior-level studio course, students will continue working through the animation production process using advanced methods in Toon Boom Harmony, such as rigging and puppetry. Students will create keyframe animation, clean up, in-betweens, and digital ink and paint. Upon successful completion of this course, students will have created an animated scene following industry practices and advanced techniques.

Prerequisites: AN2D 3550 - 2D Animation III or AN2D 3520 - 2D Computer Animation I

Notes: (Formerly AN2D 4520 - 2D Computer Animation II)

COURSE LEARNING OUTCOMES		Exceeding	Meeting	Developing	Not meeting	Program Outcomes	Institutional Outcomes
Advanced 2D Animation Techniques	Demonstrate advanced 2D animation techniques in a digital environment.	Student applies multiple facets of their understanding of Toon Boom Harmony into scenes, using nodes on characters and environmental elements, timing with x-sheets, and using Overlay, Underlay, Lineart and Color layers.	Student shows advanced understanding of Toon Boom Harmony in their drawing/painting elements. Student can apply nodes, use pegs, work in x-sheets and apply sub-layers.	Student uses Toon Boom Harmony to animate. Student's technique in color and lineart usage is unrefined. Student does not understand the fundamentals of nodes or pegs.	Student has limited understanding of Toon Boom Harmony, lines and color are inconsistent. Student does not understand pegs, nodes or cleanup methods within Toon Boom.	AN2D-2, AN2D-6, AN2D-8, AN2D-9	Design Competence Critical Thinking
Post-production Effects	Apply post-production effects and advanced camera moves to increase the narrative impact of animation.	Student uses Toon Boom Harmony to apply multiple nodes, camera movements, or visual effects to animations to emphasize narrative.	Student uses Toon Boom Harmony to compose their animation, using camera movement and nodes - student understands how to ease in/out for impactful camera movement.	Student can apply camera moves and post-production effects but it doesn't add to the overall narrative quality of the scene.	Student does not apply any post-production effects/ camera movements. Low narrative quality in the scene.	AN2D-2, AN2D-3, AN2D-6, AN2D-8, AN2D-9	Design Competence Critical Thinking
Animation Production Pipelines	Cohesively integrate rigging and puppetry techniques into 2D animated scenes	Student integrates rigging and puppetry to animate in a believable and appealing way. Puppetry elements add to the narrative as a whole and create more depth within the animation. Student demonstrates a superior knowledge of the 12 Principles of Animation.	Student implements rigging and animates puppets in a believable and cohesive way. Student demonstrates a satisfactory knowledge of the 12 Principles of Animation.	Student impliments rigging and puppetry into work but the animation is clunky. Student demonstrates some knowledge of the 12 Principles of Animation.	Student does not apply rigging or puppetry into work or does not understand how to.	AN2D-6, AN2D-8, AN2D-9	Design Competence Critical Thinking

Course Learning Outcome Rubrics include the criteria for course learning outcomes, the descriptors, 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.