

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 FD 2300 - Foundations Sophomore Portfolio Review

Course Learning Outcomes:	Exceeding	Meeting	Developing	Not meeting	Program Outcomes	Institutional Outcomes
Animate characters 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. Proper application of animation principals is apparent and acting theory is used to heighten the performance.	Animation exhibits weight and thought driven acting but may lack implementation of all animation principals. Performance reads but 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 animation or acting techniques	AN2D-1, AN2D-2, AN2D-3, AN2D-9	Design Competence, Critical Thinking
Translate effects such as fire, smoke and rain into a 2D visual style.	Student applies advanced understanding of fire, smoke or rain and implements them into a scene. Includes and emphasizes environmental elements while maintaining a structural understanding of fire, smoke or rain.	Student is able to properly animate fire and smoke using the wave principle, flames and smoke follow a directed path and dissipate in a believable manner. Student understands applying momentum to rain and how water impacts with surface.	Student's key drawings are structurally average, they don't understand how fire, smoke, and rain dissipates so the form doesn't create a believable representation of fire, smoke or rain.	Student doesn't understand basic principles of fire and smoke dissipation, spacing and timing for rain is inconsistent and the overall product doesn't give a believable interpretation of fire, smoke or rain.	AN2D-1, AN2D-2, AN2D-3, AN2D-6, AN2D-9	Design Competence, Critical Thinking
Recognize proper motion study as it translates into quality animation.	Student shoots reference, compiles research and finds unique ways to apply it to their animations. This includes an understanding of the motion itself and the ability to exaggerate the motion to emphasize the animation as a whole.	Student is able to find or shoot reference and act out motions to apply them to their understanding of animation.	Student's understanding of motion study is lacking, they rarely apply motion techniques within their animations.	Student does not apply motion study at all, work is inconsistent and the overall quality of the animation reflects motion that is jittery and unbelievable.	AN2D-3, AN2D-6, AN2D-9	Design Competence, Critical Thinking
Identify phoneme mouth shapes and apply them 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