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
Attach clean-up and performance capture data onto a pre-rigged character.	Integrate clean-up and performance capture data into a pre-rigged character	Combines clean-up and performance capture data into a pre-rigged character	Defines clean-up and performance capture data into a pre-rigged character	Does not attach clean-up and performance capture data into a pre-rigged character	GA-1, GA-6, GA-9	Design Competence, Critical Thinking
Import character animation into a game engine.	Synthesizes character animation into a game engine	Combines character animation into a game engine	Implements character animation into a game engine	Does not implement character animation into a game engine	GA-1, GA-6, GA-9	Design Competence, Critical Thinking
Implement an original anim tree.	Integrates an original anim tree	Summarizes an original anim tree	Recognizes an original anim tree	Does not recognize an original anim tree	GA-1, GA-3, GA-6, GA-9	Design Competence, Critical Thinking