

ANIMATION (ANIM)

ANIM 210 Introduction to Computer Animation 3 Hours

This course gives students an overview of the multi-step process of computer animation from start to finish. Students will create basic animated clips using industry-standard 3D applications.

Restriction(s): Enrollment is limited to students in User Experience (1747) , Game Design (1761) , Graphic Design (1762) , Studio Art (312) , Art History (316) , Computer Animation (352) , Graphic Design (385) , Visual Studies (509) , Visual Arts (514) , Visual Arts (514P) or Art History (613)

Recent Term(s) Offered: fall 2022; spring 2023; fall 2023; spring 2024; fall 2024

ANIM 220 3D Modeling I: Environment 3 Hours

This course introduces students to the process of creating 3D content needed for animated projects in a variety of applications, including game development, animation for film, and fine art. The course focuses on modeling objects and environments.

Recent Term(s) Offered: spring 2022; fall 2022; spring 2023; fall 2023; spring 2024; fall 2024

ANIM 310 Computer Animation I 3 Hours

This course gives students an understanding of and practice with the multi-step process of computer animation from start to finish and introduces them to the creative possibilities within the discipline of 3D computer animation. Students will create animated clips using industry-standard 3D applications.

Prerequisite(s): ANIM 210 and (ART 130 or ART 140)

Restriction(s): Enrollment is limited to students in User Experience (1747) , Game Design (1761) , Graphic Design (1762) , Studio Art (312) , Computer Animation (352) , Graphic Design (385) , Visual Studies (509) , Visual Arts (514) , Visual Arts (514P) or Art History (613)

Recent Term(s) Offered: spring 2023; fall 2023; spring 2024; fall 2024

ANIM 320 3D Modeling II: Character Design and Development 3 Hours

This course introduces students to the process of designing and developing characters, from concept sketch to 3D modeling, for use in animated projects in a variety of applications, including game development, animation for film, and fine art.

Prerequisite(s): ANIM 220 and (ART 140 or ART 130)

Restriction(s): Enrollment is limited to students in User Experience (1747) , Game Design (1761) , Graphic Design (1762) , Studio Art (312) , Art History (316) , Computer Animation (352) , Graphic Design (385) , Visual Studies (509) , Visual Arts (514) , Visual Arts (514P) or Art History (613)

Recent Term(s) Offered: spring 2023; spring 2024; fall 2024

ANIM 330 Sound and Image 3 Hours

Sound greatly enhances visual experience, and sound working in tandem with image is one of the most profound ways to convey ideas. Students will experiment with creating abstract digital sound, emphasizing the integration of visual elements with sound, exploring these as ingredients of communication and art practice for screen- and time-based art, installation art, game design, and animation.

Prerequisite(s): (ANIM 210 or ANIM 220) and (ART 140 or ART 130)

Restriction(s): Enrollment is limited to students in User Experience (1747) , Game Design (1761) , Graphic Design (1762) , Studio Art (312) , Art History (316) , Computer Animation (352) , Graphic Design (385) , Visual Studies (509) , Visual Arts (514) , Visual Arts (514P) or Art History (613)

Recent Term(s) Offered: fall 2022; fall 2023

ANIM 344 Computer Animation II 3 Hours

This course is designed for experienced intermediate 3D animation students. The course introduces more sophisticated 3D animation concepts and techniques.

Prerequisite(s): ANIM 310

Restriction(s): Enrollment is limited to students in User Experience (1747) , Game Design (1761) , Graphic Design (1762) , Studio Art (312) , Computer Animation (352) , Graphic Design (385) , Visual Studies (509) , Visual Arts (514) , Visual Arts (514P) or Art History (613)

Recent Term(s) Offered: fall 2022; spring 2023; spring 2024; fall 2024