Animation I

Level 2: Student may have explored previously; first pathway specific course

Pathway(s): Design & Multimedia Arts

Description

Animation I is an introduction to traditional animation. This course covers essential knowledge, skills, and concepts required for postsecondary fields of study. Upon completion of this course, students are able to describe various careers within animation, as well as admission requirements for postsecondary fields of study in Colorado. Students will digitally create both 2D animations and 3D computer-generated animations. The basic principles of design and animation will be covered that have been used by professionals. Students will have drawing assignments to help them in character design, layout, and story development. With the approval of the instructor, students may have the choice to complete major projects in either 2D or 3D.

Student Learning Outcomes

1) Identify career opportunities that exist for those with animation experience
    a. Recognize the work typically performed, tools and technology used, and nature of work environments
    b. Identify potential certifications within the careers
    c. Find membership organizations associated with the careers
    d. Understand the necessary education associated within the career opportunities
2) Identify postsecondary opportunities within Colorado
    a. Technical and community colleges, universities
    b. Certificates, associates, bachelors, and advanced degrees
3) Compose and design characters and scenes using visual design techniques.
4) Produce a written treatment, storyboard and layouts.
5) Create backgrounds from source materials created in various software applications or from digital capture stations.
6) Develop frame-by-frame image production including ongoing pencil testing.
7) Examine digital ink and paint compositing and audio post-production.
8) Apply the fundamental principles of high quality character and effects animation as emphasized by the instructor throughout the production process.
9) Utilize appropriate software technology, resulting in production values consistent with current professional industry standards.
10) Form functional creative teams that replicate an industrial production environment. The team will develop the project vision and define the steps and tasks to create a 2D animated short.
11) Develop and complete a 2D animated short, using traditional animation fundamentals.