



ART 282: Character Animation

This course examines concepts, characters, and storyboards for character animation design and production. It emphasizes creating movement and expression using hand-drawn and electronically processed image sequences. Character animation design practice focuses on a range of screen-based applications, including animation in information design and narrative animation, as well as experimental animation. Students study the basic principles of classical animation and produce a character cameo. They learn the basics of motion perception and the principles of character animation as well as the basics of vector animation, 3-D animation, and combining animation and interactivity in graphical user interfaces. Prerequisite: ART 112 and ART 260 or permission of the instructor or program coordinator. Three critique hours and three studio hours per week. Instructional Support Fee applies. Gen. Ed. Competencies Met: Human Expression.

Credits: 3

Program: Art