



ART 281: Web Animation

Animation is becoming an essential component of multimedia and web design. This course requires a strong foundation in drawing and design. It builds on this foundation and introduces animation design concepts such as character development, timing, sequencing, nuancing, and style. Students apply computer animation techniques, using industry-standard animation programs such as Macromedia Flash to create two-dimensional animation sequences. Completed projects demonstrate the use of typography and illustration to convey a specific concept. Prerequisites: ART 260; ART 113 or drawing experience recommended. Three critique hours and three studio hours per week. Instructional Support Fee applies. Gen. Ed. Competencies Met: Human Expression and Information Literacy.

Credits: 3

Program: Art