
Course Descriptions

Animation

Animation

CDAN200 Animation 1

An introduction to the fundamental principles of expression through movement in time, sequential composition, editing, and integration of image sequences and sound. A series of short projects will apply basic animation principles. Presentations and projects involve simple phenomena of cycles, transformations, transitions, sequential structure and the expression of emotional and kinetic states. The use of digital still and video cameras is introduced, as well as sound integration, editing and story structure using current digital software combined with traditional techniques.

Prerequisites: None

Type: hybrid studio/critique(5hrs) *Culturally Diverse Content*

Enrollment: departmental requirement

CDAN201 CG Fundamentals

Introduction to the CG environment with an emphasis on physical motion, weight, texture, form and strategies for problem solving. Animation principles are translated into established and emerging 3D digital technologies.

Prerequisites:

Type: hybrid studio/critique(5hrs) *Culturally Diverse Content*

Enrollment: departmental requirement

CDAN202 Drawing for Animators

Drawing for Animators will build drawn animation skills through in-class exercises and related assignments. Students will animate all their work on paper using a variety of dry and wet media. They will gain knowledge of the physics of motion, squash and stretch, time-based blurring, perspective in motion, kinesthesia, and the use of light and shadow. Observational skills will be enhanced by using a live model, and by analyzing live-action footage and exemplary animation.

Prerequisites: Animation I, Stop Motion I, or consent of instructor

Type: hybrid studio/critique(5hrs) *Culturally Diverse Content*

Enrollment: departmental requirement

CDAN203 The Digital Toolbox

This course serves as an introduction to various alternative animation techniques, with emphasis on how an individual animation artist might innovate ways to integrate continually emerging digital tools into his or her work. Software applications such as Photoshop, Final Cut Pro, Flash, Illustrator and After Effects are introduced and incorporated into assignments that include "old-school" animation devices and techniques such as Zoetropes, flipbooks, rotoscoping and multi-plane shooting. Additionally, Mini-DV, and Digital still cameras, along with digital audio recorders are introduced. A semester-long, image-based digital animation will be produced, along with numerous shorter assignments. There will be portions of class time made available for workshop.

Prerequisites:

Type: hybrid studio/critique(5hrs) *Culturally Diverse Content*

Enrollment: departmental requirement

CDAN207 Toolbox Two

This course will explore how concepts and creative project solutions can be further articulated through an expanded use of digital software and media. Toolbox Two will build on principles and techniques introduced in Digital Toolbox. Students will work on project-based assignments that require use of both 2D and 3D software. Through screened examples, workshops, visiting lecturers, critiques, and trial and error, participants will gain familiarity with problem-solving strategies and inventive use of digital resources in animation.

Prerequisites: CDAN203

Type: hybrid studio/critique(5hrs) *Culturally Diverse Content*

Enrollment: departmental requirement

CDAN300 Character Animation

A study of the use and dynamics of the character in animation. Through screenings, guest lecturers, workshops, critiques, design, performance and animation exercises, students will explore the fundamentals of character animation. Course emphasis is on 2D formats, although there may be some 3D content mixed in.

Prerequisites: CDAN200 & CDAN203, or permission of instructor

Type: hybrid studio/critique(5hrs) *Culturally Diverse Content*

Enrollment: departmental elective

CDAN301 Animation II

Animation II will introduce students to various mixed media approaches to animation design. Students will learn strategies enabling them to complete several short animated films within a single semester. They will be instructed in numerous elements necessary to create an independently authored animated film, including the concept of unity, advanced camera techniques, and the language of the cinema. Further emphasis will be placed on experimentation, auteurism, and expressionistic use of materials. There will be regular screenings of exemplary animation and regular classroom critiques.

Prerequisites: Animation I, Stop Motion I, or Drawing for Animators

Type: hybrid studio/critique(5hrs) *Culturally Diverse Content*

Enrollment: departmental requirement

CDAN302 Animation III

Animation III is a course that focuses on various narrative forms for animated short films. A wide range of exercises are employed to address issues of both content and form, such as: creating an animated film by utilizing documentary audio or found sound, interpreting an existing work of poetry, adapting a news article, and translating a theatrical script into a visual storyboard. Students are expected to work both individually and collaboratively.

Prerequisites: CDAN301

Type: critique(4hrs) *Culturally Diverse Content*

Enrollment: departmental requirement

CDAN303 Sound Design for Animators

Soundtracks for motion pictures are possibly the least noticed element, yet provide the strongest cues to the viewers' emotional response. This course will enhance the student's understanding of the power of sound as well as providing the vocabulary to make meaningful aural decisions. Students will create audio pieces that stand alone and later synchronize them with animation.

Prerequisites:

Type: hybrid studio/critique(5hrs) *Culturally Diverse Content*

Enrollment: departmental elective

CDAN304 Design for Animators

This course will focus on opportunities and strategies for design in the context of 2D and selected 3D animations. Through screenings, discussions, projects and in class experimentation, the class will explore the role and decisions of the "designer". These choices are made in areas including color, form, environments, lighting, character, mark making, camera choices, typography and textures. Students will be encouraged to develop innovative solutions in design. Working counter to the conventions of industry trends will be the goal.

Prerequisites: None

Type: critique(4hrs) *Culturally Diverse Content*

Enrollment: departmental elective

CDAN306 Toolbox III

Continued study of the digital realm in animation. Primary focus is on 3D computer animation.

Prerequisites: CDAN 207 - Toolbox Two

Type: hybrid studio/critique(5hrs) *Culturally Diverse Content*

Enrollment: departmental elective

CDAN392 AN Course Assistantship

Prerequisites:

Type: *Culturally Diverse Content*

Enrollment:

CDAN398 AN Internship

Prerequisites:

Type: *Culturally Diverse Content*

Enrollment:

CDAN399 AN Independent Study

Prerequisites:

Type: critique(4hrs) *Culturally Diverse Content*

Enrollment:

CDAN400 Degree Project I

The first of two semesters involving investigation and articulation through animation of a topic of personal interest for each student. This course involves extensive scholarly research and experimentation including short trials runs of techniques and strategies. All these are used on the path towards completion of a comprehensive film or set of films. At the close of the first semester, students will have defined their intentions through a completed animatic essay on purpose and intent, design studies, trial shorts, and a minimum of one minute of completed footage representative of their final product.

Prerequisites:

Type: critique(4hrs) *Culturally Diverse Content*

Enrollment: departmental requirement

CDAN401 Animation Portfolio

Animation Portfolio provides a concentrated opportunity for graduating seniors to develop content and practices directed towards their professional goals in the field of animation. Through a series of projects, lectures and workshops, students develop professional standards and produce a finished portfolio and show reel.

Prerequisites:

Type: critique(4hrs) *Culturally Diverse Content*

Enrollment: departmental requirement

CDAN402 Degree Project II

The second of two semesters involving investigation and articulation through animation of a topic of personal interest for each student. Students complete all phases of production and promotion of their chosen project.

Prerequisites: CDAN400

Type: critique(4hrs) *Culturally Diverse Content*

Enrollment: departmental requirement

CDAN403 Animation IV

Animation IV is an advanced-level production course in which students produce one high-end, purpose-driven animation. Emphasis is placed on clear communication of ideas, which is challenged through intensive group critique of every phase of the process: from script to storyboard to animatic to finished animation. Complete musical score and sound design is coordinated via a semester-long collaboration with students from Berklee College of Music. Additionally, students will complete three, ten-second "style emulations" which closely examine the work of independent animators.

Prerequisites: CDAN302

Type: critique(4hrs) *Culturally Diverse Content*

Enrollment: departmental requirement
