

### **ANIM 3600: Foundation Animation**

#### **3 Credit Hours**

*Prerequisite: ART 1150 and ART 2550*

This course is an introduction to contemporary animation. Course content focuses on frame-to-frame animation as well as 2-dimensional rigged animation techniques. Students will create unique animations using industry standard time-based media computer applications.

### **ANIM 3620: Storyboarding & Composition**

#### **3 Credit Hours**

*Prerequisite: ART 1150*

This course is an introduction to the use and creation of storyboards for animation. Students will interpret narratives including their own material into functional sequential art. Students will explore both traditional and digital media in the course.

### **ANIM 3630: Environments for Animation**

#### **3 Credit Hours**

*Prerequisite: ART 3160*

This course focuses on the basic design and creation of 2D environments for animation. Students will explore both traditional and digital media in the course.

### **ANIM 3640: Character Development**

#### **3 Credit Hours**

*Prerequisite: ART 2550, and ART 3150*

Students will apply their drawing skills and knowledge of the figure to create original characters designed for applied 2D animation techniques.

### **ANIM 3650: Digital Animation Production I**

#### **3 Credit Hours**

*Prerequisite: ANIM 3600*

This course focuses on using industry standard digital animation production software. Students will explore the pipeline nature of the software and the many roles involved with a professional animation production.