ANIM 4652: Digital Animation Studio II

3 Credit Hours

Prerequisite: ANIM 4651 and Permission of Instructor

Students will advance in selected topics in animation, which will include independent student research. The course will focus on pre-production and production of an animated short film to include character development, background and prop design, storyboarding, animatic creation, scriptwriting and storytelling.

ANIM 4653: Digital Animation Studio III

3 Credit Hours

Prerequisite: ANIM 4652 and Permission of Instructor

Students will continue to advance in selected topics in professional animation, which will include independent student research. A focus on production and post-production of an animated short film will be explored. Final output of a 2-5 minute animated short for portfolio and film festival entry may be achieved through individual and/or group collaborative work. Polishing individual works for portfolio creation will also be addressed. The course will be tailored to individual final exiting portfolio studies.

ANIM 4660: Senior Animation Reel

3 Credit Hours

Prerequisite: Permission of an advisor, and the instructor.

This graduating senior capstone course focuses on the development of a student resume and professional animation reel showcasing work designed for the animation industry. There is also a research component to hone expertise in current job market demands and requirements, prepare for establishment as a freelance artist in the animation industry, and/or graduate school opportunities. The animation reel will demonstrate an individual style and a high level of conceptual ability and professionalism.

ART 1100: Two-Dimensional Design and Color Theory

3 Credit Hours

Prerequisite: This course is for students who have passed the portfolio requirement and been accepted into the School of Art and Design with majors in BFA Art (Including students in the Art Education concentration); BFA Digital Animation; and BS Interactive Design majors, only.

Elements of art and the principles of two-dimensional design, with emphasis on line, shape, texture, space, value elements of color theory executed through conventional methods.