

## **NOVA COLLEGE-WIDE COURSE CONTENT SUMMARY ART 204 – ANIMATION II (3 CR.)**

### **Course Description**

Builds on the student's skills in the techniques of animation developed in ART 203 Animation 1. Emphasizes computer-generated, high-quality animations. Teaches the advanced techniques of two- and three-dimensional computer animation. Part II of II. Lecture 2 hours. Studio instruction 2 hours. Total hours per week.

### **General Course Purpose**

Animation II covers advanced concepts of two-dimensional. Through hands-on experience the student will develop awareness and appreciation of well-designed animated productions, and give the student historical and current perspectives. This course will build on the studies completed in Animation I. Intermediate skills and techniques are applied to create more advanced animation projects using both traditional and computer-generated techniques using current technology and software.

### **Course Prerequisites/Corequisites**

Prerequisites: ART 121, ART 203, and ART 140.

Corequisite: ART 207.

### **Course Objectives**

Upon successful completion of this course, students will be able to:

- a) Understand and use the advanced vocabulary associated with animation
- b) Create a 3D animation
- c) Apply advanced techniques to create 2D and 3D animated productions using current animation software
- d) Design a high-quality computer animation suitable for a portfolio

### **Major Topics to be Included**

- a) Basic 3D techniques
- b) Key frame and interpolation techniques
- c) Hierarchical character animation
- d) Time curves
- e) Motion paths
- f) Light animation
- g) Advanced rendering techniques
- h) Boning techniques
- i) Camera animation