

Common Course Outline
CGVC 251
Introduction to Animation
3 Semester Hours

The Community College of Baltimore County

Description

CGVC 251 – 3 Credits – Introduction to Animation explores the application software, concepts, and skills required to design and create both frame-based and time-based animation. Topics include storyboarding, transitions, character hierarchy/structure, masks, typographic animation and audio synchronization. Creativity and effective visual design are emphasized.

3 credits; 2 lecture hours; 2 laboratory hours per week

Prerequisite: CGVC 120 and CGVC 121 or permission of program coordinator

Overall Course Objectives

Upon successful completion of the course the student should be able to:

1. differentiate between tweening and keyframes;
2. create realistic timing and movement;
3. create typographic animations and transitions;
4. use masks effectively in animation sequences;
5. create a simple walk cycle for a character;
6. understand and implement character hierarchy;
7. develop basic interactive controls;
8. manipulate timelines and frame rates within an animation;
9. synchronize assets with an audio soundtrack; and
10. discuss the history, process, and methods of animation.

Major Topics

- I. Frame based and time based animation
- II. Keyframes
- III. Timeline manipulation
- IV. Primary vs. secondary animation
- V. Path based motion
- VI. Tweening basics
- VII. Character hierarchy/structure
- VIII. Transitions
- IX. Typographic animation
- X. Using masks in animation
- XI. History of animation
- XII. Audio synchronization
- XIII. Storyboarding
- XIV. Production pipeline / pre- and post-production

Course Requirements

Grading/Exams: Grading procedures will be determined by the individual faculty member but will include the following:

- A minimum of 4 completed animation projects, one of which uses sound
- A mid-term
- Final project
- A written paper on the history of animation

Other Course Information

CGVC 251 is a required course for the Computer Graphics and Visual Communication Photography/Imaging, Graphic Design, and Interactive Design degree options .

This course is taught in a computerized environment.

Individual faculty members may include additional course objectives, major topics, and other course requirements to the minimum expectations stated in the Common Course Outline.