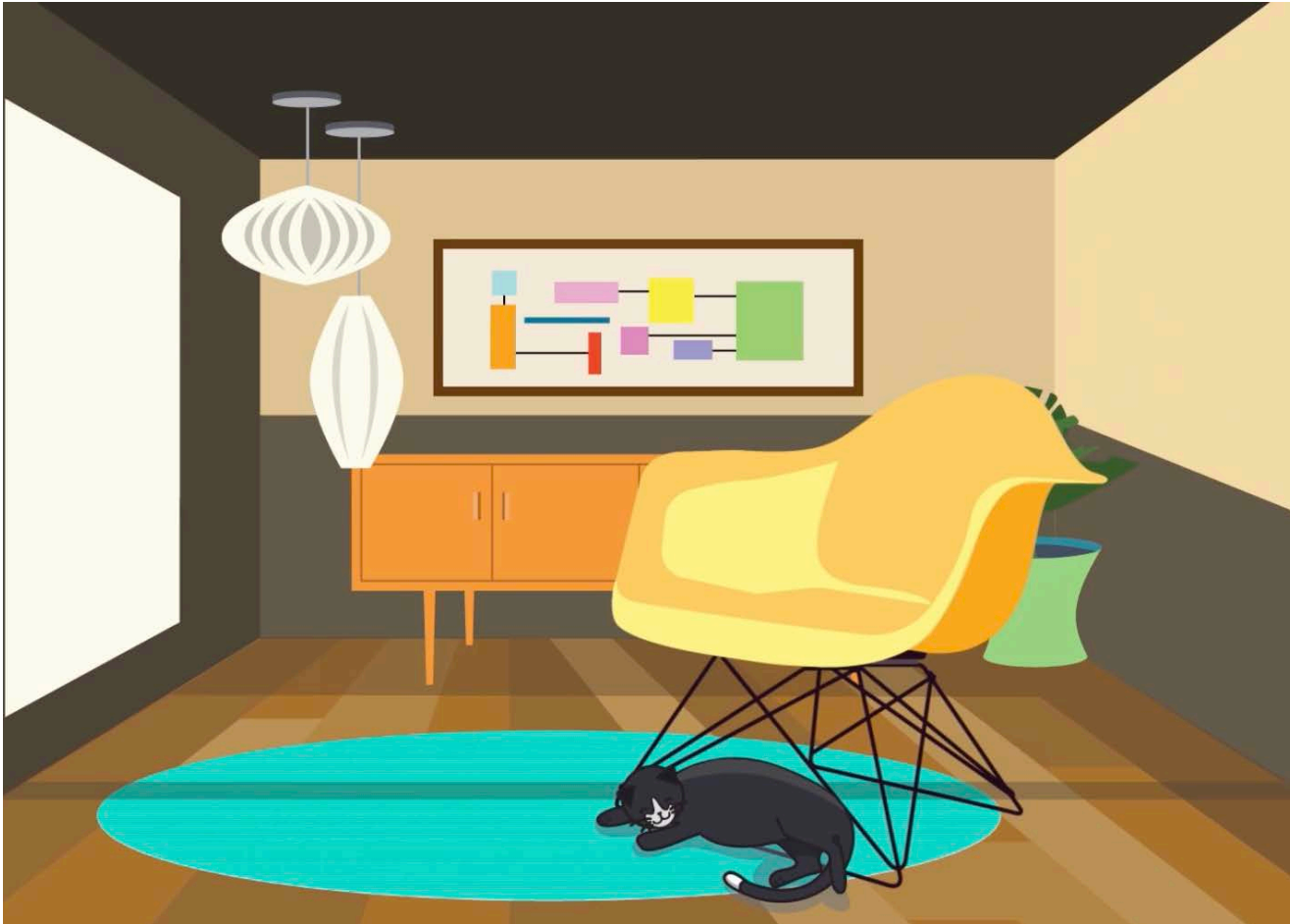


2D & TRADITIONAL

ANIMATION MINOR



The 2D and Traditional Animation Minor teaches fundamentals through advanced 2D and traditional animation principles. This minor is devoted to learning and understanding 2D and traditional animation techniques and tools, including timing, spacing, and character movement. The minor will also cover the history and evolution of animation and the tools and techniques used in advanced animation, including character acting, lip-synching, and special effects. The minor will also cover animation for different mediums, including television, film, and video games.

Image by
Hutzilli Oronia and
Marisella Guillen

Course sequencing

Either FINE 2405 or FINE 2406

FINE 2405 - Introduction to Digital Design (3 Credits)

A project-based exploration of the design potentials of vector, raster and motion based digital media. Through project critiques, discussion and demonstration students will create projects that examine technology as an art medium and a design strategy.

or

FINE 2406 - Introduction to Digital Art & Imaging (3 Credits)

A project-based exploration of vector, raster, and motion-based digital media. Through project critiques, discussion and demonstration students will create projects explore the creative and expressive potential of digital media.

FINE 3414 - Motion Design 1 (3 Credits)

A course devoted to understanding time-based imagery that focuses on utilizing video and motion graphics as a creative communication tool. Students create projects that explore topics using video, animation, time and motion using non-linear digital editing software. Restriction: Restricted to students with sophomore standing or higher.

FINE 3434 3D Motion or FINE 1820 3D Animation

FINE 3434 - 3D Motion Design (3 Credits)

A course devoted to 3D as a medium for creating works of art. Through demonstration, discussion, readings, and project based explorations, students will learn to navigate and create in the 3D digital environment.

FINE 1820 - Animation Foundations (3 Credits)

A lecture/lab course that explores the foundations of animation. Primary focus is an introduction to foundational animation techniques and methods. Class lectures, demonstrations and hands-on application will expose the student the expectations for high-end animation production.

FINE 3455- Introduction to 2D and Traditional Animation (3 Credits)

This course introduces the fundamental principles of 2D and traditional animation. This course is devoted to learning and understanding 2D and traditional animation techniques and tools and covers the basics of animation, including timing, spacing, and character movement. The course will also introduce students to the history and evolution of animation, as well as the tools and techniques used to create 2D and traditional animation.

Restriction: Restricted to students with sophomore standing or higher.

FINE 3456- Advanced 2D and Traditional Animation (3 Credits)

This course builds upon the principles and techniques learned in the introductory course and expands on them to provide a deeper understanding of 2D and traditional animation. Students will learn advanced animation techniques, including character acting, lip-syncing, and special effects. The course will also cover animation for different mediums, including television, film, and video games.

Restriction: Pre-requisites: FINE 3455