Course Objectives: This intermediate course builds upon the skills learned in the 3D Animation I class. Using industry-standard practices and analysis, this course develops students’ understanding of motion and visual effects generation in 3D scenes. Topics covered include key frame animation, inverse kinematics, special effects using dynamics and the application of physics-based properties to 3D geometry. Skills learned in this course will prepare students for the 3D Animation III class.

Teaching Strategies: Lectures, homework, class critiques and final projects will serve as the framework for developing problem solving and creative skills. The major component of this course will be the execution of a final project utilizing the creative, conceptual and technical skills explored in class.

Grading Policy: Homework: 20%
Midterm critique, process books (digital and analogue), and storyboards: 25%
Final project critique, process books (digital and analogue) and festival submission: 55%
Late work will not be considered.

Midterm Critique: For the midterm critique, students are expected to develop and pitch an animation concept for their final project.

Final Projects: Final projects will be presented and critiqued at the end of the semester by screening your animation and reviewing your process books.

Shot by Shot by Steven Katz ISBN: 0941188108
Digital Texturing & Painting by Owen Demers ISBN: 0735709181
Maya Character Creation: Modeling and Animation Controls by Chris Maraffi ISBN: 0735713448


Materials: Mac compatible 3-button USB mouse, external HD, final project 8GB flash drive, and a 3-ring binder.

Process Books: Process books are used to archive and track the development of your work.

Shortened online version of course syllabus