

2D Animation 35S

Credit Value: 0.5

Purpose:

The purpose of the course is to provide students with the skills and knowledge to create two-dimensional animations.

Specific Learning Outcomes:

1. define the purpose and audience for an animation
2. discuss various types of animation
3. create a storyboard
4. choose frame rate and screen size based on use of animation
5. create animation objects
6. import object files (eg: graphics, sound)
7. morph an object through distortion or deformation
8. create and use a timeline
9. animate objects by using timeline effects, layers or frames
10. incorporate interactive features to control an animation (buttons, counters, etc)
11. critique and suggest improvement for an animation using given criteria
12. accept a critique of an animation and make changes based on the feedback