

# ANIMATION (ANIM)

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## **ANIM 50 Principles of Animation in Maya (3.0 Units)**

Students will learn the basics of 3D modeling in Maya, how to create and apply realistic textures, lighting principles and techniques, camera types and their appropriate usage, and fundamental keyframing procedures. Other topics to be covered include storyboards, the traditional principles of animation, current industry trends and issues pertaining to rendering output for different mediums (film, video, Internet, etc.) (Formerly MERT 50).

Lecture Hours: 36.0; Lab Hours: 54.0

Transfer: Not transferable

## **ANIM 51 Advanced Materials, Lighting And½rendering With Maya (3.0 Units)**

This course covers advanced material techniques using Hypershade, rendering with Mental Ray and advanced lighting techniques. Students will complete a combination of exercises, individual and group projects. (Formerly MERT 51).

Recommended Preparation: ANIM 50

Lecture Hours: 36.0; Lab Hours: 54.0

Transfer: Not transferable

## **ANIM 52 Digital Character Animation With½Maya (3.0 Units)**

This course is an advanced study in digital character animation and feature-length digital media production. This course explores the relationships between; anatomy, motion, weight, and timing through a balanced combination of exercises, individual and group projects. (Formerly MERT 52).

Recommended Preparation: ANIM 50 and ANIM 51 or familiarity with a current 3D application, preferably MAYA.

Lecture Hours: 36.0; Lab Hours: 54.0

Transfer: Not transferable

## **ANIM 53 Advanced Animation/Demo Reels (3.0 Units)**

This course is an indepth look at creating an animation production with a final reel being the goal of the class. The course covers camera techniques, staging, modeling, texturing, character development, story development, plot development, storyboarding, titling, and final production using industry standards as guidelines from start to finish. (Formerly MERT 53). Grade Option.

Prerequisite(s): ANIM 50 or ANIM 160, Minimum grade C

Lecture Hours: 36.0; Lab Hours: 54.0

Transfer: Not transferable

## **ANIM 56 Photoshop for Animators (3.0 Units)**

Students will learn the concepts and procedures required for creating high quality texture maps and imagery for use in 3D computer animation. Topics include basic and advanced editing techniques, managing tone/color, layer management, optimization strategies and the use of filters. Compositing techniques will be addressed in detail. Relevant issues dealing with the pre-production process, and industry trends and analysis will also be discussed. (Formerly MERT 56). Grade Option.

Recommended Preparation: ANIM-160 or ANIM-50;

Lecture Hours: 36.0; Lab Hours: 54.0

Transfer: Not transferable

## **ANIM 65 3ds Max Advanced Effects & Compositing (3.0 Units)**

Students will learn advanced concepts and procedures required for creating high quality 3D special effects. Topics will include particle systems, space warps, and reactor. Rendering techniques incorporating depth of field, motion blur and anti-aliasing filters will also be discussed. Alpha channel compositing techniques will be addressed in detail. Students will also explore and analyze issues pertaining to the computer animation industry. (Formerly CIDG 65). Grade Option.

Prerequisite(s): ANIM 160, Minimum grade C

Lecture Hours: 36.0; Lab Hours: 54.0

Transfer: Not transferable

## **ANIM 74 Digital Video Production (3.0 Units)**

This course introduces digital video production techniques. Course topics include the operation of digital camcorders, lighting, sound equipment and post production digital editing suites, and the principles of aesthetics of film and video editing. (Formerly MERT 74). Grade Option.

Lecture Hours: 36.0; Lab Hours: 54.0

Transfer: Not transferable

## **ANIM 80 Zbrush Fundamentals (3.0 Units)**

Students will learn the concepts and procedures required for creating high quality texture maps and Zbrush models for use in 3D computer animation. Topics will include basic and advanced editing techniques with Hard Surface modelling, ZSpheres, detailing models with various brushes and masks, layer management and optimization strategies for high resolution models. Relevant issues dealing with Zbrush models and other 3D packages and industry trends and analysis will also be discussed. (Formerly MERT 80). Grade Option.

Recommended Preparation: ANIM-50 or ANIM-160

Lecture Hours: 36.0; Lab Hours: 54.0

Transfer: Not transferable

## **ANIM 160 3ds Max Fundamentals (3.0 Units)**

Students will learn the basics of 3D modeling, how to create and apply realistic textures, lighting principles and techniques, camera types and their appropriate usage, and fundamental keyframing procedures. Other topics to be covered include storyboards, the traditional principles of animation, current industry trends and issues pertaining to rendering output for different mediums (film, video, Internet, etc.). (Formerly CIDG 160). Grade Option.

Lecture Hours: 36.0; Lab Hours: 54.0

Transfer: Transfers to CSU only

## **ANIM 260 3ds Max Advanced Modeling and½Materials (3.0 Units)**

Students will learn the more advanced modeling features of 3ds Max. Complex aspects of building materials and textures will be covered in depth. The course will culminate with students being introduced to the video game environment, having the opportunity to create their own game level. The course will prepare students for work in the entertainment, commercial and computer gaming industries. (Formerly CIDG 260).

Prerequisite(s): ANIM 160, Minimum grade C

Lecture Hours: 36.0; Lab Hours: 54.0

Transfer: Transfers to CSU only

**ANIM 261 3ds Max Character Animation And½advanced Keyframing Techniques (3.0 Units)**

Students will learn advanced animation techniques including editing keyframes through Track View, animating with controllers and constraints, wiring parameters, and using hierarchies. Character animation will be addressed in depth. Character Studio and BONES will be utilized to build skeletal systems for both characters and creatures. The course will prepare students for work in the entertainment, commercial and computer gaming industries. (Formerly CIDG 261). Grade Option.

Prerequisite(s): ANIM 160, Minimum grade C

Lecture Hours: 36.0; Lab Hours: 54.0

Transfer: Transfers to CSU only