

# Animation Courses (Art and Art History) (ANIM)

## ANIM Courses

This is a list of courses with the subject code ANIM. For more information, see Art and Art History (College of Liberal Arts and Sciences) in the Catalog.

### **ANIM:2125 Introduction to Animation** **3 s.h.**

Introduction to animation and its role in contemporary creative practice; focus on historical and technical principles of traditional 2D animation, 2D digital animation, and 3D computer animation; creative, conceptual, and technical facets of animation practice; conceptualize and execute animations using processes and methods currently integrated into contemporary time-based art practice. Prerequisites: ARTS:1510 and ARTS:1520. GE: Engineering Be Creative.

### **ANIM:3125 Animation I** **4 s.h.**

Continuation of ANIM:2125; focus on technology of 3D animation; 3D modeling, texturing, animation, rendering and lighting; projects cover creative, conceptual, and technical facets of 3D animation pipeline; conceptualize and execute projects using processes and methods currently integrated into 3D animation industry through lectures, critiques, computer software, screenings, and labs. Prerequisites: ANIM:2125.