

Global Learning Semesters

Course Syllabus

Course: DES-360 2D Animation Techniques

Department: Design

Host Institution: University of Nicosia, Nicosia, Cyprus



Course Summary		
Course Code	Course Title	Recommended Credit Hours
DES-360	2D Animation Techniques	3
Semester Offered	Contact Hours	Prerequisites
Fall, Spring	42	COMP-160
Department	Level of Course	Language of Instruction
Design	Upper Division	English

Course Description

1. Animation Concepts
 - Storyboarding: planning, animation sequence
 - Sequential Imagery: paper-based (Flip Books)
 - Technical Issues: digitizing sequential imagery, scanning, file formats-graphics, frame rate
2. 2D Animation Techniques
 - Techniques: layering images to view animation effect, stop motion animation, using video editing software
 - Animation for the Web
 - Technical Issues: file formats, compression, etc
 - Target Audience: consideration of audience, animation style and design.
3. 3D Animation Principles
 - Tools: V plane, scale, scetch, link, unlink, render, zoom, navigate
 - Objects: primitive objects – cude, sphere, etc., light objects, camera objects
 - Render modes: ray trace, shade best, phong, gouraud, wire frame, etc.
4. QTVR (Quick Time Virtual reality)
 - Technical issues: equipment, technique, constraints
 - Stitching QTVR: panoramas

Instructor

Popi Aristidou

Course Aims and Objectives

The aim of the course is to acquaint students with a variety of animation techniques used in Multimedia and Video. Students will be equipped with the knowledge and skills needed to select the technique most suitable for meeting production requirements. Emphasis will be given on 2D Animation for the Web.

Teaching Methods

The course is delivered through a mixture of lectures, studio presentations, studio tutorials and practical exercises and assignments.

Course Teaching Hours

42 hours. The course is delivered during the Fall and Spring semesters in 14-weeks (3 hours/week).

Evaluation and Grading

Homework: 20%
Mid-Term: 30%
Final Exam: 50%

Readings and Resources

Required Textbook

Matossia, 3D Studio Max 3, Prentice Hall, 2000, (ISBN: 0-201-35350-4)