

3D ANIMATION 2

3D Animation 2 will expand on the foundations gained in 3D Animation 1 using 3D graphic software to produce 3D models and animations. This course will take students through the entire animation process including planning, storyboarding, development, testing, and client project-based work. 3D Animation 2 will help students understand how to research and solve real world animation needs, refine their 2D and 3D animation skills, and develop a body of work for a professional portfolio.

- Students will show greater understanding of the 12 Principles of Animation.
- Students will understand and practice pre-production as it relates to the animation pipeline.
- Students will understand production as it relates to the animation pipeline.
- Students will understand post-production as it relates to the animation pipeline.
- Students will implement advanced animation techniques.
- Students will create an interactive digital media/animation portfolio for digital delivery which showcases a student's projects, work, and skills. Projects included can be created individually or as a team member.
- Students will participate in a work-based learning experience and/or student competition.

