Mohawk Valley Community College

Utica and Rome, New York

**Course Outline**

**CG 231 Advanced Animation Techniques C-1, P-4, Cr-3**

**Course Description:**

This course incorporates full production animation techniques. It expects advanced exploration of storyboarding, set design, cinematography, sound, and finished character development. Contemporary digital recording and editing systems are synthesized with traditional animation techniques.

**Prerequisite:** CG133 Introduction to Animation

**Student Learning Outcomes:**

Upon the successful completion of the course, the student will be able to:

* Demonstrate the ability to create animation through traditional animation theory and practice.
* Demonstrate an understanding of and be able to express the class concepts through the investigation and completion of various material techniques resulting in the production of several advanced animation solutions.
* Demonstrate an understanding and be able to further develop the intricacies of animation beyond the basic requirements and parameters of developmental animation.
* Demonstrate an understanding and practice the use of the recording hardware and editing software used by animators.
* Demonstrate an understanding of the technical vocabulary used in animation and its applications to experimental and higher-level animation situations.
* Create various types of animation; cut paper, scratch film, object animation, time lapse, cell animation, clay animation, puppet animation, object animation and other experimental forms toward the production of a full length “short” piece of animation.
* Participate and contribute to the personal and group evaluation review process from aspects of the camera, the editor, and the story creator.
* Demonstrate an understanding of and identify various styles of animation used in both historical and contemporary animation as indicated in GC133.
* Produce a number of finished works that demonstrate a comprehensive understanding of professional methods, procedures, and requirements.

**Major Topics:**

* Recording Hardware
* Editing Software
* Professional Production Methods and Procedures
* Storyboarding
* Set Design
* Cinematography
* Sound Design
* Finished Model/ Character Development
* Demo Reel Creation

Reviewed July 2023