**Mohawk Valley Community College**

**Utica and Rome, New York**

**Course Outline**

**GA101- Animation 1: Principles of Animation C-1, P-4, Cr-3**

**Course Description:**

This course explores the principles of animation for 3D artists. Through a series of hands-on assignments, students will demonstrate their understanding of the 12 principles of animation by animating a variety of 3d objects.

**Course Objectives:**

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

* Animate objects that demonstrate a clear understanding of the 12 principles of animation.
* Utilize the Graph Editor to edit keys.
* Demonstrate animation planning techniques
* Block out animation for proper timing
* Render image sequences and create movies
* Stage and frame an animation scene
* Participate in constructive feedback when evaluating animated work

**Major Topics:**

* Animation Planning
* 12 Principles of Animation
* Editing Keyframes
* Hold Frames
* Staging and Framing a scene
* Rendering
* Effective Communication for Critiques
* Prioritization of Workloads and Time Estimating

Reviewed July 2024