**Mohawk Valley Community College**

**Utica and Rome, New York**

**Syllabus**

**MM203 Motion Media 4: Character Animation Seminar**  **C-1, P-4, Cr-3**

**Prerequisites:** MM201 Motion Media 2: 4D Design and MM202 Motion Media 3: Animation Design

**Course Description:**

This course covers the theory, role, scope, and practice of professionalism in the motion media and 2D animation industry, presentation techniques, and further techniques for computer graphics animated production. Emphasis is placed on the completion of a major capstone computer graphics production, as well as a demo reel, which demonstrates a student’s strengths within 2D animation production. This course investigates approaches to portfolio and demo reel development, practices for motion media production, and individual style and approach to motion media.

**Course Objectives**

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

* Create a professional quality portfolio and demo reel.
* Present a portfolio during an employment or transfer interview
* Demonstrate an understanding of business and professional practices pertinent to the video game and animation industry.
* Identify styles, techniques, and subject areas within game art and animation.
* Create an individual approach and style.
* Organize and execute an entire short animated production.
* Participate in critique and accept the constructive criticism of others.
* Demonstrate an understanding of the fields of specialization within the motion media industry, including the artist’s role in visual effects, presentation graphics, advertising, film, video game and entertainment design.
* Demonstrate an understanding of the requirements to build a freelance or studio-based career in motion media.
* Demonstrate an understanding of hiring practices, contracts, and legal issues as they apply to game art and animation.

**Major Topics**

* Production for animated film
* Professional standards
* Portfolio development
* Resume and cover letter development
* Presentation techniques
* Group critique
* The industry
* Freelance vs. studio

**Reviewed July 2024**