Introduction to Computer Animation (COT 4930-004) – Summer B 2005

Course description: An introduction to computer animation includes basic animation concepts, principles of animation, storyboarding, character development, animation rendering, and design. 2D GIF animations for use in practical applications are developed. Basic 3D modeling, rendering, and animation techniques are introduced.

Prerequisites: An interest in computer generated animation
Some programming experience is preferred

Software: the GIMP (GNU Image Manipulation Program) http://www.gimp.org/
GAP (the GIMP Animation Package)
Alias Wavefront / Maya Personal Learning Edition:

Goals: Introduce the basics of computer generated animations for use in practical applications, and understand and experiment with animation software.

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Objectives:
• To understand traditional animation concepts
• Introduce basic principles of computer generated animation
• To gain experience using 2D image and animation software
• To create and incorporate simple 2D animations in common applications using animated GIFs
• To gain experience using 3D animation software
• To overview some animation software scripting languages

Topics:
1. Overview of 2D and 3D animation software
2. Principles of animation and traditional animation concepts
3. Manipulating images using the GIMP software
4. 2D Gif animations using the GIMP software
5. Overview of Alias Wavefront Maya software
6. Manipulating 3D scenes using Maya
7. Presentations

Grading: 2D projects (5 x 10%) 50%
3D project (2 x 10%) 20%
Presentation 20%
Participation 10%

Important notes:
• This course is project oriented
• Students are expected to complete all assignments. There will be no incomplete grades.
• Please log on to Blackboard to access additional materials (class notes and slides, PDF version of selected papers, test images, etc.). http://blackboard.fau.edu/