



United States
International
University-Africa

SCHOOL OF COMMUNICATION, CINEMATIC & CREATIVE ARTS

ANM 2020: INTRODUCTION TO 2D AND 3D ANIMATION

Prerequisite:

1.0 COURSE DESCRIPTION.

Introduction to the world of computer generated animation. A focus on the basic principles of 2D and 3D animation with an emphasis on analysis of actions, sense of timing, staging and sequential drawing skills. Learning the basics of key frame animation while exploring the dimensions of time and space in the study of movement and expression.

2.0 COURSE PURPOSE

This course will introduce the student to the 2D and 3D animation software while applying the principles of animation. The student will understand the process of creating both a 2D and 3D animation from production to post-production by learning the basic underlying concepts of both techniques.

3.0 COURSE LEARNING OUTCOMES

By the end of the course, the learner should be able to:

1. Express movement and expressions using 2D animation software.
2. Produce a simple 2D animation.
3. Express movement using 3D animation software.
4. Create 2D and 3D animated spaces/scenes from basic modeling to motion capture.
5. Render character motion and spaces in 2D.
6. Render character motion and spaces in 3D.

4.0 COURSE CONTENT

Week 1	- A review of the differences between 2d and 3D animation. - Introduction to adobe animate user interface; Object creation and modification. - Working with layers.
Week 2	- Importing objects onto the 2D scene. - Scene composition.

	- Final feedback and preparation for main assessment
Week 14	- End-semester Examination

5.0 MODE OF DELIVERY

The class will require the input of all students on a regular basis. The emphasis will be on preparing students to be self-sufficient learners. Class lectures, group work and tutorials are the primary modes of delivery.

6.0 COURSE EQUIPMENT AND MATERIALS

- Sketchbook
- Pencils
- Drawing tablet
- Computer with Adobe Animate and Adobe suite software
- Computer with 3ds Max Software
- Projector

7.0 ASSESSMENT

SUBJECT		MARKS
Attendance and participation	*If you miss more than 3 classes (F)	10%
Class Assignments: (40%)	Individual assignment/ Term paper	30%
	Group work	10%
Mid semester Examination		20%
End semester Examination		30%
TOTAL		100%

8.0 OTHER REQUIREMENTS

8.1. Assignments and Projects

All assignments, tests, and projects will be posted on the blackboard platform. Late submission of these tasks will attract a penalty of **(minus) - 5 marks**. Students will be required to participate in group work, presentations and other tasks required of them in accordance to any assignment issued.

8.2. Key Institutional Academic Policies

Students should note the following are key policies as outlined in the University Catalogue and Students' Handbook

1. Academic dishonesty

- Any intentional giving or use of external assistance during an examination without the express permission of the faculty member giving the examination.
- Fabrication:** any falsification or invention of data, citation or other authority in an academic exercise;
- Plagiarism:** any passing off of another's ideas, words, or work as one's own;

Students are expected to engage in the class by answering questions, asking questions, or bringing up topics, comments, observations, and criticisms for discussion. In order for this to occur, students must complete the readings and exercises prior to each class meeting. Students are expected to prepare for each class to make it enjoyable and rewarding for the lecturer and students.

Withdrawal Policy

Students are responsible for keeping track and adhering to the University's withdrawal deadline. If you choose to stop attending class and you have not withdrawn, you will receive an F for the course—no exceptions.

Classroom Environment

- Students are expected to be respectful to the instructor and to each other. Words or actions that create a hostile environment will not be tolerated.
- Students are not allowed to eat or drink in class.
- Students are expected to come to class on time and to remain for the duration of the class period without disruptions.
- The use of laptops, cell phones, tablets, or any other electronic device is not allowed during class unless directed by the course instructor.

9.0 TECHNICAL SUPPORT

Phone: +254730116333

Email: helpdesk@usiu.ac.ke

WhatsApp: +254735000377

USIU GRADING SYSTEM

A	90-100	C	70-73
A-	87-89	C-	67-69
B+	84-86	D+	64-66
B	80-83	D	63-62
B-	77-79	D-	60-61
C+	74-76	F	0-59