

MART 380 Advanced Digital Animation

MART 380 ADVANCED DIGITAL ANIMATION

This course utilizes 2D digital animation software as a medium for the development and exploration of computer-based cinematic animations, advanced interactive projects as well as the application of basic scripting principles. The class is project-based and geared towards the creation of interactive, self-contained and optimized applications, both for a web media and offline presentations. Student projects are developed through the integration of rich media such as audio and video with interactive code and advanced animation techniques. Further independent instruction is encouraged through a wide range of sources such as internet tutorials, books and experimentation. *Grade Option (Letter Grade or Pass/No Pass), Degree Credit.*

Units: 3

Hours/semester: 48-54 Lecture; 32-36 TBA; 64-72 Homework

Prerequisites: MART 389 or equivalent

Transfer Credit: CSU

