

# MART 416 Drawing For Animation

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## **MART 416 DRAWING FOR ANIMATION**

Techniques and concepts of drawing for animation. Topics include 2- and 3-point perspective, anatomy (human, animal, and comparative), gesture, quick sketch, and sequential drawing. Emphasis on capturing movement and pose using line. *Grade Option (Letter Grade or Pass/No Pass). Degree Credit.*

**Units:** 3

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

**Transfer Credit:** CSU

