

# MART 417 Principles of Animation

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## **MART 417 PRINCIPLES OF ANIMATION**

Using paper and pencil, students learn the fundamental principles underlying all quality animation. Techniques like squash and stretch, overlap, follow-through, weight, arcs, solid dimensional drawing, and appeal are presented. Applying traditional animation skills to applications like Flash, After Effects, and Maya are also included. *Grade Option (Letter Grade or Pass/No Pass). Degree Credit.*

**Units:** 3

**Hours/semester:** 48-54 Lecture; 24-27 TBA; 72-81 Homework

**Transfer Credit:** CSU

