

FALL 2011

Instructor: Bryan Wilkerson

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ANIMATION I, II, III

This course will emphasize the "Art" of computer animation, above and beyond the craft. We will emphasize a creative and critical approach to working in the medium of 3D computer animation using the program Cinema 4D, with a consideration of this new medium in the context of (and potentially as placed against) traditional media. Elements from film production, carton animation, theatre, sculpture, and storytelling will be integrated to try to bring a vibrant and unique perspective to the completed projects.

The course will focus on projects, with much emphasis placed on student work in order to create a strong portfolio. We will look at and discuss examples of computer animation, critique each other's work, and learn general principles as well as those specific to modeling and animating in Macromedia Flash (2d animation) and Cinema 4D (3d animation).

Class meets 6-9 on Mondays. From 6-8, instruction will focus on beginning skills, but Advanced students should be working and listening for review. At 8:00 advance topics will be covered.

There will be three components to each class meeting:

1) Theory:

We will look at work, discuss topics, and explore the artistic aspects of using 3D computer animation.

2) Techniques:

Each class period we will focus on a specific aspect of Cinema 4D, or a method and task. These will be presented in a sequence that should be helpful in the development of your own work.

3) Project/Tutorial Work:

Time to share problems (or solutions) relations to individual projects you are working on, or perhaps just extra time to get work done with lots of helpful smiling people around.

Attendance:

Attendance is mandatory. More than 2 absences will result in a reduction of a letter grade on your final grade per absence. . More than 3 absences will result in automatic failure. Prior notice of absences should be reported before class begins. Consistent tardiness will also be considered in final evaluations.

Grades:

75% from Projects

25% from effort, creativity, participation, and enthusiasm

Texts and Materials

Textbook: To be announced