Syllabus for the Art of Animation

The art of animation is a hands-on- course meant for students who would like to improve their sense of observation , timing , and motion by creating strong life-like animated figures. The class also emphasizes artistic and aesthetic creativity by pushing the limits of imagination and introducing storyboarding, acting, character development ,and structure.

2-D animation will be developed using programs such as Flash, and After-Effects. 3-D animation will be developed using Animation Master and 3ds Max. A unit on game design will also be taught.

During the first term, projects will be assigned in Animation Master and 3ds Max. During the second term, 3ds Max skills will be applied in the Game Design Program. An introduction to Flash and After-Effects will be presented.

Grades in this class will be determined by tests and major projects (60%) participation and quizzes (40%)

Tutoring is provided every day after school by appointment.