ART/CSC/FST 320: Computer Animation

Spring 2012 Schedule

Week 0 January
Course Introduction

Week 1 16 MLK
Principles, Narrative, History

Week 2
Principles, Narrative, History

Week 3 February
Filmmaking & Animation Techniques

Week 4
Production Pipeline, Character Animation

Week 5 Character Design

Week 6 Character Rigging

Week 7 March
Mo-Cap & Procedural
Fall SeaNet

Week 8 Facial Animation, Lip-Sync

Week 9 12
13
14
15
16
17

Week 10 Expressions, MEL, Python

Week 11 More Rigging & Scripting

Week 12 April
Virtual Cinematography & Advanced Rendering

Week 13 More Python and Maya API
SeaNet Opens

Week 14 Rendering & Basic Compositing

Week 15 Workshop

Week 16 Workshop

Exam Date: Thursday, May 8, 11:30 a.m. - 2:30 p.m.
*Final Production/Project Due Date T.B.A.*

Eric Patterson, Ph.D.
(910) 962-7701
pattersone@uncw.edu

“The finest works of art are precious, among other reasons, because they make it possible for us to know, if only imperfectly and for a little while, what it actually feels like to think subtly and feel nobly.”

-- Aldous Huxley

Required Texts
- Modeling & Animation Handbook (Learning Autodesk Maya 2008), Autodesk Maya Press
- Character Animation Fundamentals by Steve Roberts.

Optional Texts
- Animator’s Survival Kit by Richard Williams.
- Maya Python for Games and Films by Mechtley & Trowbridge
- MEL Scripting for Maya Animators by Wilkins & Kazmier.
- How to Cheat in Maya 2012: Tools and Techniques for Character Animation by Luhta & Roy.

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http://people.uncw.edu/pattersone/320