



**NEW JERSEY INSTITUTE OF TECHNOLOGY
COLLEGE OF ARCHITECTURE AND DESIGN**

VOICE: ANIMATION/NARRATIVE

COURSE: DD 284 – Video and Animation (3 credits)
PROGRAM: Digital Design/School of Art + Design
LOCATION: Second semester second year course/spring term (undergraduate)
INSTRUCTOR: Augustus Wendell

DESCRIPTION: This course explores concepts of linear, motion-based two-dimensional media and includes motion graphics, live action filming, particle systems, digital video editing and digital video compression. Projects include the design and production of multiple projects addressing both technical and creative decision making. Overall, the semester focuses on narrative design and the craft of motion-based media.

PROJECT: The final project of the semester is a three and one half week original animation or film. Each student is required to write, design and produce an original 60-90 second story. Students choose the medium of production after a semester of analog, live action and digital animation assignments. Objectives include (1) providing students an opportunity to apply the semester of narrative studies into an original story; (2) selecting, planning and executing a high resolution film or animation production; and (3) provide students the opportunity to develop a personal voice, vision and style in the field of time based narrative. Applications used for 3D modeling include *Autodesk 3DS Max* and *Autodesk Maya*. 2D graphics for animations are created with *Corel Painter*, *Corel Draw*, *Corel PaintShop Pro*, *Adobe Illustrator*, and *Adobe Photoshop*. Compositing of all work is accomplished with *Adobe After Effects*. (Images shown are screen captures from animation.)

REQUIREMENTS: Students are required to create an original story and then submit a 60-90 second original film or animation mastered at 720p 24 FPS. The animation is required to have a custom slate countdown. Students are required to have a properly licensed or royalty free soundtrack.

REFERENCES: (1) Birn, Jeremy. *Digital Lighting and Rendering*. (2) Birn, Jeremy. *Digital Painting and Texturing*. (3) Maschwitz, Stu. *The DV Rebel's Guide*. (4) Murch, Walter. *In the Blink of an Eye: A Perspective of Film Editing*. (5). Perkins, Chad. *The After Effects Illusionist*.