Animation @ USCB!

Love Disney and Pixar Animations?
Fall 2017 Courses in Animation History & Digital Animation

Learn the art and science behind the magic of animation, and then learn the skills to pursue a career as a digital 3D animator in our Media Arts (MART) courses! Sign up today for *History of Animation in the US* to find out how artists at companies like Disney and Pixar revolutionized the film industry. Then learn how to apply Disney's principles of animation to 3D characters in our hands-on *Digital Animation* courses. Create a short animated movie for your demo reel or to submit to a film festival! In addition to Fine Arts and Art History credits, these courses can be applied to a concentration in Media Arts for the Studio Arts BA degree, and are a part of the new interdisciplinary *Film Minor* in Liberal Arts Studies:

MART/ARTH B201 History of Animation in the US
Fri, 9:00-11:30am, Mac Lab (Sandstone 111)

This hybrid Art History/Media Arts course will introduce students to the artistic and technical innovations used by American artists in the 20th century to produce popular animation in film, television, and new media. Students will research the work and techniques of animation pioneers like Walt Disney, Ray Harryhousen, and John Lasseter, and then will apply what they learn in hands-on lab exercises. Credit for this course can be applied to either 200-level Media Arts concentration or Art History requirements for Studio Arts majors, or as Fine Arts general education requirements. [Fall] [3 credits]

MART B210/310/410 Digital Animation 1, 2, 3
Mon/Wed, 3:30-6:00pm, Mac Lab (Sandstone 111)

Digital Animation 1 introduces students to the theory and techniques of animating a character using 3D computer animation software. In the pre-production phase you will learn how to plan a short animated sequence, design a character, and draw a storyboard. Then in production you will use 3D animation software to sculpt, rig, animate, and render your idea. In post-production you will add sound and visual effects, and edit your work into a final short film. Each phase of the animation pipeline will require applying traditional fine art skills like drawing, sculpting, painting, and cinematography in digital software. Level 2 students will go further in a particular specialty area like modeling, rigging, or animating, and level 3 students will focus more on story development. [Fall] [3 credits]

More Info (and to *waive prereqs* for MART B210 Digital Animation 1)
- **Topher Maraffi**, Assistant Professor of Media Arts, **cmaraffi@uscb.edu**

Sign Up Now!