

ID 4104: Alias Studio II – Product Animation

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Summer Semester 2011 - 3 credit hours

Course Objectives:

This course will explore the concepts, tools and principles in the animation field and how these can be used to enhance or tell the story of a new product design. The twelve animation principles originally developed by Walt Disney will be explored first. These help lay a foundation of what works in animation. Secondly, several animation techniques will be surveyed to provide a “tool set” of how things can be done. Finally, animation is not simply working in 3D but requires using tools to composite animation sequences with titles, text and sound.

Course Procedure and Organization:

The course will include lectures, discussions and in-class demonstration. Some of the topics covered will include: keyframing, hierarchical animation, motion path animation, cluster and inverse kinematics, visual effects and compositing. The software used in course will include Alias Studio, Showcase, Maya, and After Effects. Introduction material will be provided on each software program used in the, so no prior knowledge of these programs is required.

Required Texts:

None. Material will be available through t-square to read and discuss during class. Students must have access to t-square to participate actively in this class.

Course Requirements:

Basic Animation Project	30%
Freeform Animation Project	30%
“Telling a Story” Project	40%

Animation demonstrates the interface and functionality of the Math Explorer product

See other examples at <http://purdy.gatech.edu/>

