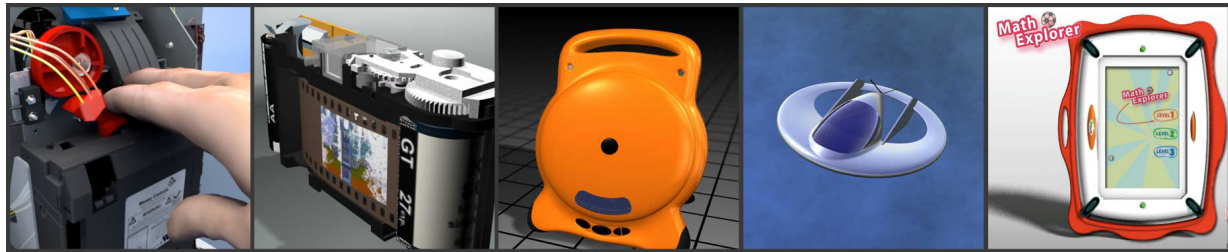


Alias Studio II

Product Animation

ID 4104 A - Summer 2012



Course Description

Alias Studio II 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. First, the twelve animation principles originally developed by Walt Disney will be explored. 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 compose animation sequences with titles, text and sound. 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 the course will include Alias Studio, Showcase, Maya, and After Effects. Introduction material will be provided on each software program used, so no prior knowledge of these programs is required.

Learning Outcomes

Upon completion of the course, students are expected to demonstrate knowledge, skill and abilities in the following areas:

- Understand the twelve animation principles and how these have been used traditionally to enhance 2D & 3D animations
- Demonstrate how to apply the twelve animation principles in product animations
- Create animations through keyframing, hierarchical, motion path, bone structures, etc.
- Produce more advanced animations through shaders, dynamics, inverse kinematics, etc.
- Create a finished animation with 2D techniques and sound to tell a complete and dynamic story.

Prerequisites

None but a basic understanding of 3D and graphics programs (Photoshop and Illustrator) would be helpful.

Class Time & Location

Monday, Wednesday & Friday, 4 – 6:35 pm, First Summer Session
Computing Lab - Room 359

Instructor

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