



Wayne County Community College District

COURSE SYLLABUS

VGD 270 3D Character Development and Animation

CREDIT HOURS: 4.00

CONTACT HOURS: 60.00

COURSE DESCRIPTION:

Students will become familiar with a variety of three-dimensional digital character animation techniques and applications. The student will learn the basic principles of character animation and development and they will work with meshes to effect different action, such as walking, running or manipulating other meshes. Then they will produce a final short 3D digital character animation of their own design.

PREREQUISITE: CIS 110

COREQUISITE: VGD 269

EXPECTED COMPETENCIES:

Upon completion of this course, you should be able to:

- Discuss procedures for Character Development.
- Define elements and theory related to Character Development.
- Identify the responsibilities of members of a Character Development team.
- Analyze and develop Character concepts and proposals.
- Apply environment and character development to a story.
- Evaluate the Character animation industry and market.

ASSESSMENT METHODS:

Student performance may be assessed by examination, quizzes, case studies, oral conversation, group discussion, oral presentations. The instructor reserves the option to employ one or more of these assessment methods during the course.

GRADING SCALE:

90%-100% = A

80%-89.9% = B

70%-79.9% = C

60%-69.9% = D

<60% = E