**COLLIN COLLEGE**

**COURSE SYLLABUS**

Course Information

**Course Number:** GAME 2325

**Course Title:** 3D Animation II – Character Setup

**Course Description:** Character animation for application interfaces. Lab required.

**Course Credit Hours:** 3

Lecture Hours: 2

Lab Hours: 4

**Prerequisite:** ARTV 1341

**Student Learning Outcomes:**

* **State-mandated Outcomes:** Upon successful completion of this course, students will:

1. Develop a character for animating.
2. Demonstrate techniques of skinning and weighting, forward kinematics, inverse kinetics, constraints, expressions, scripting and driven keys, mesh deformers, morph targets/blend shapes, and creating animation user interfaces.
3. Demonstrate animation of characters to test their rigs.
4. Demonstrate techniques for exporting compressed animations into a game format.

**Withdrawal Policy:** See the current *Collin Registration Guide* for last day to withdraw.

**Collin College Academic Policies:** See the current *Collin Student Handbook*

**Americans with Disabilities Act Statement:** Collin College will adhere to all applicable federal, state and local laws, regulations and guidelines with respect to providing reasonable accommodations as required to afford equal educational opportunity. It is the student’s responsibility to contact the ACCESS office, SCC-D140 or 972.881.5898 (V/TTD: 972.881.5950) to arrange for appropriate accommodations. See the current *Collin Student Handbook* for additional information.

Fall 2017 Rev