



STARK STATE COLLEGE

GENERAL SYLLABUS

Course Information

Course Name: 3D Graphics Animation
Course Number: IMT227

Required Materials

Textbook(s): **Optional:** The Animator's Survival Kit 2nd Edition by Richard Williams ISBN: 978-0571202287

Required Readings: None

Additional Materials: **Required:** 3D software— Students may choose which software to use:

- [Maya – Free for 1 year](#)
- [Blender \(recommended\) - Free](#)
- Required:** [Adobe Photoshop software](#)

Required: Storage device 16 GB minimum (Flash Drive or External Hard Drive)
 A cloud service is optional for backing up. Due to the size and nature of the files being created, this is not the fastest of options and is not a substitute for a physical drive in class. I suggest getting a USB 3.0 flash drive. It transfers files much faster than 2.0. In order to utilize a 3.0 flash drive you'll have to use 3.0 ports which are usually blue (they're also backwards compatible with 2.0 flash drives).

Recommend Materials: Headphones (if you need to use audio)

Recommended: Writing/drawing supplies (for notes and design sketches), Pen, #2 pencil, notebook

Course Outline/Calendar

The date of coverage and order of coverage may be modified based on the faculty member and events beyond the control of faculty members that interfere with class times and teaching.

Week	Chapter/Topic/Lab
Week 1	<ul style="list-style-type: none"> • Syllabus • The 12 Principles of Animation • Lab 1: Basic Animation Bouncing Ball
Week 2-4	<ul style="list-style-type: none"> • Application of the 12 Principles of Animation • Lab 2: Flour Sack Animation
Week 5-7	<ul style="list-style-type: none"> • Character Animation • Body Moving

Week	Chapter/Topic/Lab
	<ul style="list-style-type: none"> • Walk, Run, Jump • Body Acting • Advanced Body Movements • Lab 3: Character Animation with Advanced Body Movements
Week 8	<ul style="list-style-type: none"> • Midterm • Project: Character Animation
Week 9-12	<ul style="list-style-type: none"> • Edge Loops • Rigging • User Controls • Skinning and Weights • Lab 4: Character Rig
Week 13-15	<ul style="list-style-type: none"> • Final Project • Character Performance
Week 16	<ul style="list-style-type: none"> • Final Presentations and Closing Lecture