

DIGITAL ANIMATION (DACD)

DACD 2810 - DAC: Modeling 1 (3 Credits)

A lecture/lab course focused on the mastery of creating surface models for digital 3D content. Students will develop skills/knowledge about the processes and techniques for building complex 3D objects with an emphasis on artistic excellence through application of current 3D technologies. Prereq: FINE 1810, FINE 1820, Acceptance into DAC. Max hours: 3 Credits.

Grading Basis: Letter Grade

Prereq: FINE 1810 and FINE 1820 Restriction: Restricted to FINE-BFA with ANI sub-plan majors within the College of Arts and Media

DACD 2820 - DAC: Surfacing and Lighting 1 (3 Credits)

A Lecture/Lab course focused on the fundamentals of lighting and surfacing in a digital 3D environment. Students will develop skills and knowledge about the processes and techniques involved in creating realistic and/or narratively powerful materials and lighting for 3D animated films. Prereq: FINE 1810, FINE 1820, Acceptance into DAC. Max hours: 3 Credits.

Grading Basis: Letter Grade

Prereq: FINE 1810 and FINE 1820 Restriction: Restricted to FINE-BFA with ANI sub-plan majors within the College of Arts and Media

DACD 2830 - DAC: Surfacing and Lighting 2 (3 Credits)

A Lecture/Lab course exploring advanced topics in the areas of surfacing, material design, lighting, and post-production. Students will further develop skills and knowledge learned in Surfacing and Lighting I. Emphasis will be placed on collaborative workflows for lighting and material design. Prereq: DACD 2810, DACD 2820, Acceptance into DAC. Max hours: 3 Credits.

Grading Basis: Letter Grade

Prereq: DACD 2810, DACD 2820, and acceptance into DAC (FINE_BFA ANI)

DACD 2850 - DAC: Modeling 2 (3 Credits)

A lecture/lab course focused on mastery of skills for creating organic digital 3D models. Students will develop skills/knowledge to shape, mold, transform/articulate, and deform digital 3D shapes. Focus will be on creating digital models, with an emphasis on artistic excellence through application of current 3D technologies. Prereq: DACD 2810, DACD 2820, Acceptance into DAC. Max hours: 3 Credits.

Grading Basis: Letter Grade

Prereq: DACD 2810, DACD 2820, and acceptance into DAC (FINE_BFA ANI)

DACD 3810 - DAC: Production Practices (3 Credits)

This is a lecture/lab course focused on the creation and implementation of collaborative workflows for CG filmmaking. Students will learn about 3D production pipelines and how they can be used to effectively and efficiently collaborate on large-scale projects. Prereq: DACD 2830 or DACD 2850, Acceptance into DAC. Max hours: 3 Credits.

Grading Basis: Letter Grade

Prereq: DACD 2830 or DACD 2850, Acceptance into DAC.

DACD 3820 - Animation 1: Introduction to Animation and Rigging (3 Credits)

A studio course focused on foundational skills for animating digital 3D objects/characters. Students explore the process/techniques of key frame/pose-to-pose animating considering character performance, thought, constraints and velocity with an emphasis on artistic excellence through applications of current 3D technologies. Prereq: FINE 1810 and FINE 1820 and acceptance into DAC. Max hours: 3 Credits.

Grading Basis: Letter Grade

Prereq: FINE 1810 and FINE 1820, and acceptance into DAC (FINE-BFA ANI)

DACD 3821 - DAC: VFX Rigging & Animation I (3 Credits)

A studio course focused on foundational skills for animating and rigging full digital 3D characters. Students explore the process/techniques of rigging for motion capture characters and adjusting their performance with consideration for thought, and animation with an emphasis on realistic VFX driven character performance. Prereq: DACD 2830, DACD 2850, Acceptance into DAC. Max hours: 3 Credits.

Grading Basis: Letter Grade

Prereq: DACD 2830, DACD 2850, and acceptance into DAC (FINE-BFA ANI)

DACD 3830 - Advanced Character Animation (3 Credits)

A studio course focused on mastery of skills for rigging and animating digital 3D characters. Students explore the processes/techniques of animation rigging and its relationship to animating character performances. Prereq: DACD 3820, Acceptance into DAC. Max hours: 3 Credits.

Grading Basis: Letter Grade

Prereq: DACD 3820 and acceptance into DAC (FINE-BFA ANI)

DACD 3831 - Character FX (3 Credits)

A studio course focused on mastery of skills for rigging and animating digital 3D characters and objects and advance motion capture techniques. Students explore the processes/techniques of animation rigging and its relationship to realistic simulation of dynamic objects. Prereq: DACD 3820 and acceptance into DAC (FINE-BFA ANI). Max hours: 3 Credits.

Grading Basis: Letter Grade

Prereq: DACD 3820 and acceptance into DAC (FINE-BFA ANI)

DACD 3835 - DAC: Visual Effects (3 Credits)

A lecture/lab course exploring the theory/techniques of creating visual effects sequences. Students explore how to develop complete effects shots, including shooting live plates, camera tracking, visual effects, and compositing, with an emphasis on artistic excellence through application of current 3D technologies. Prereq: DACD 2830, DACD 2850, Acceptance into DAC. Max hours: 3 Credits.

Grading Basis: Letter Grade

Prereq: DACD 2830, DACD 2850, and acceptance into DAC (FINE-BFA ANI)

DACD 3846 - Production I (3 Credits)

The first in a three-semester capstone experience focusing on the DAC-BFA thesis short. Students assemble a team, organize/develop production management tools, story animatic, and begin work on a high-production-value short or experience through an academic simulation of a real-world studio pipeline. Prereq: DACD 2830 or 2850 and acceptance into DAC. Max hours: 3 Credits.

Grading Basis: Letter Grade

Prereq: DACD 2830 or 2850 and acceptance into DAC (FINE_BFA ANI).

Typically Offered: Fall, Spring.

DACD 4810 - Production II (3 Credits)

The second in a three-semester capstone experience focusing on the production/post-production of the BFA thesis short. With teams formed and production plans set and initiated in DACD 3846: Production I, the student team completes its high-production-value animated short or experience. Prereq: DACD 3845 or DACD 3846, Acceptance into DAC. Max hours: 3 Credits.

Grading Basis: Letter Grade

Prereq: DACD 3845 or DACD 3846, and acceptance into DAC (FINE_BFA ANI)

DACD 4820 - Production III (3 Credits)

The final semester of the DAC capstone experience focusing on finalizing their DAC-Senior-Short, preparing the student to enter the professional-world/graduate school, confirming their BFA Thesis presenting their body of work, website, demo-reel, and professional personal branding/resumes and becoming skilled at cover letters. Prereq: DACD 3845 or DACD 3846, Acceptance into DAC. Max hours: 3 Credits.

Grading Basis: Satisfactory/Unsatisfactory

Prereq: DACD 3845 or DACD 3846, and acceptance into DAC (FINE_BFA ANI)