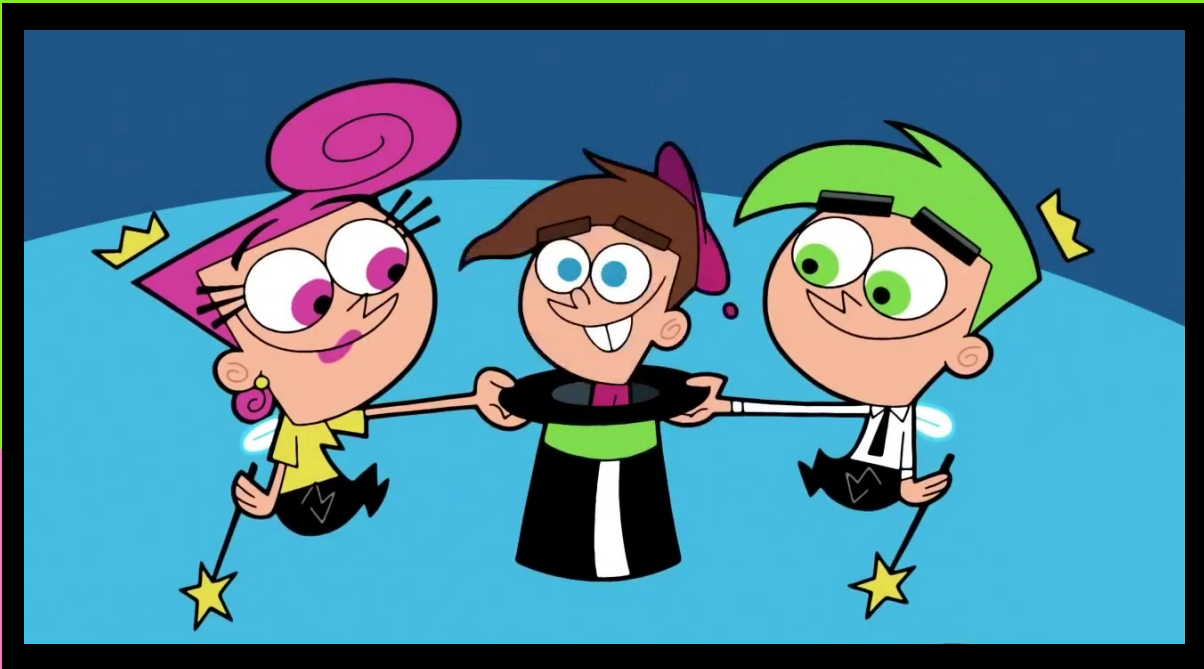# ANI 360
2D ANIMATION PROJECTS

This is a 2D animation production course following MMP 260. Students will use an industry standard 2D animation software, to make original animations in traditional hand-drawn animation as well as cutout and stop-motion animation. Students will learn production pipeline techniques for creating animation for broadcast, film and effects animation. Students will learn to design characters and objects and to choreograph scenes; controlling character movement, lighting, sound, and camera direction. Small groups will produce short animations. Upon completion of the course, each student should have a "demo reel ready" completed animation. Prerequisite: ANI 260 or MMP 260

*Animation and Motion Graphics majors can now choose between ANI 360 or ANI 402.