Animation (AN)

Animation is one of the most creative, effective and visually captivating storytelling mediums available to us today.

Embedded within film, documentary, viral video and interactive content there are many applications for the technical instruction in 3D modeling and animation, digital illustration, non-linear editing and sound design. Using drawing, composition and narrative structure in a way that develops authentic characters, students make images move and tell stories that come alive. Through projects and visual exercises, students develop an online portfolio—enabling them to confidently pursue careers in gaming, simulation, special effects, digital engagement or graphic design.

<table>
<thead>
<tr>
<th>LEVEL I: CORE</th>
<th>COURSE NUMBER</th>
<th>SEMESTERS OFFERED</th>
<th>HOURS</th>
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<tbody>
<tr>
<td>Drawing I</td>
<td>2214</td>
<td>F, Sp</td>
<td>36</td>
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<tr>
<td>Design</td>
<td>1815</td>
<td>F, Sp</td>
<td>36</td>
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<tr>
<td>Applied Color</td>
<td>1186</td>
<td>F, W, Sp, Su</td>
<td>18</td>
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<td>Animation: Introduction</td>
<td>1721</td>
<td>F, W</td>
<td>18</td>
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<tr>
<td>Digital Design Techniques</td>
<td>3542</td>
<td>F, Sp</td>
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<td>Elective(s) Required Prerequisites:</td>
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<td>See Course Description</td>
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<thead>
<tr>
<th>LEVEL II: CONCENTRATION</th>
<th>COURSE NUMBER</th>
<th>SEMESTERS OFFERED</th>
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<tr>
<td>Designing Character</td>
<td>2202</td>
<td>W</td>
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<td>Animation Drawing</td>
<td>1723</td>
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<tr>
<td>Animation I: Ideas Into Motion</td>
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<td>Required Prerequisite: Animation: Introduction (1721)</td>
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<td>Storyboarding</td>
<td>2232</td>
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<td>Adobe After Effects</td>
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<td>Animation II: Narrative</td>
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<td>F</td>
<td>36</td>
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<td>Final Studio: Animation*</td>
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<td>Elective(s) Required Prerequisites:</td>
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<td>See Course Description</td>
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</table>

* Includes a final portfolio review
Animation (AN)

Find your potential path! Our curriculum is designed to accommodate busy lives. Depending on what works best for your schedule, programs can be started in the Fall, Winter, Spring or Summer. (Note: Students may need to take up to two courses in a single semester.) See what your potential path might look like below.

BEGIN FALL SEMESTER:
- Drawing I
- Design
- Applied Color
- Animation: Introduction
- Digital Design Techniques
- Elective (18 hrs)
- Animation Drawing
- Elective (18 hrs)
- Designing Character
- Animation I: Ideas into Motion
- Adobe After Effects
- Storyboarding
- Animation II: Narrative
- Elective (18 hrs)
- Final Studio: Animation

BEGIN WINTER SEMESTER:
- Applied Color
- Animation: Introduction
- Drawing I
- Digital Design Techniques
- Elective (18 hrs)
- Designing Character
- Animation I: Ideas into Motion
- Adobe After Effects
- Storyboarding
- Animation II: Narrative
- Elective (18 hrs)
- Final Studio: Animation

BEGIN SPRING SEMESTER:
- Drawing I
- Design I
- Applied Color
- Animation: Introduction
- Digital Design Techniques
- Elective (18 hrs)
- Designing Character
- Animation I: Ideas into Motion
- Adobe After Effects
- Storyboarding
- Animation II: Narrative
- Elective (18 hrs)
- Final Studio: Animation

BEGIN SUMMER SEMESTER:
- Applied Color
- Elective (18 hrs)
- Drawing I
- Design
- Animation: Introduction
- Digital Design Techniques
- Elective (18 hrs)
- Designing Character
- Animation I: Ideas into Motion
- Adobe After Effects
- Storyboarding
- Animation II: Narrative
- Elective (18 hrs)
- Final Studio: Animation

Have questions? Contact CE Academic Advisor Kathleen Kelly at kkelly@risd.edu or 401 454 6206.