

CTAN 448 INTRODUCTION TO FILM GRAPHICS –

Fall 2021

Thursdays 1-3:50pm, Section 17868R

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ANIMATION



CTAN 448 (4 units) is an introduction to the process of creating frame-by-frame animation using physical materials. Students will use Dragonframe stop motion software to animate common household objects, food, sand, paint, charcoal, paper cut-outs, clay, and even people. Throughout the semester, we will take our inspiration from exceptional examples of these creative, analog techniques and physical materials.

During weekly homework assignments, students will experiment with each material and employ basic principles of “straight ahead” animation, including timing, anticipation, squash-and-stretch, replacements, morphs, and animated transitions. The emphasis will be on the artistic process, personal expression, and experimentation. All projects are individual with the exception of a collaborative team pixilation project. The final project is a 1-minute animation using your choice of materials and techniques explored during the semester. Basic editing skills are helpful but not a pre-requisite.



To see examples of assignments [CLICK HERE !](#)

