

Animation

NMAT-D 347

In the following outline, I've summarized the changes that were to the made course each semester it was offered. The brief synopsis can be used to contextualize the supporting evidence for this class.

Fall 2020:

This course was an introduction to the core mechanics of character animation. For each student, the primary objective was for them to develop and animate an original story by the end of the term.

Fall 2021:

In general, the structure of the course and the assignments did not change.

However, the only modification that was made to the course was a slight redistribution of points between the assignments. Specifically, the submission for the final project was weighted more heavily than in the Fall of 2020. This change was made to mitigate complacency at the end of the term.