
CSE 460 Animation Capstone

Credits

5.0 (3 hrs lecture, 2 hours meetings)

Lead Instructor

Barbara Mones

Textbook

None

Course Description

Apply the knowledge gained in previous animation courses to produce a short animated film. Topics include scene planning, digital cinematography, creature and hard surface modeling, animatics and basics of character animation, and rendering techniques.

Prerequisites

CSE 458, CSE 459.

CE Major Status

Selected Elective

Course Objectives

Students will work together to produce a short animated film using the story-reel, animatic, concept art and signature shots designed and produced in cse459. Students will work on several teams and take on leadership of one of the teams. The production will be required to spend considerable time applying all of the previous skills learned in 456, 458 and 459. Students will need to meet deadlines and work well in a group as every part of the production pipeline will need to succeed in order to create a fully completed film. Students will also create a poster and DVD to present the work that they've completed. Students will take part in screening the film to the campus community.

ABET Outcomes

1. an ability to identify, formulate, and solve complex engineering problems by applying principles of engineering, science, and mathematics (H)
2. an ability to apply engineering design to produce solutions that meet specified needs with consideration of public health, safety, and welfare, as well as global, cultural, social, environmental, and economic factors (H)
3. an ability to communicate effectively with a range of audiences (H)

4. an ability to recognize ethical and professional responsibilities in engineering situations and make informed judgments, which must consider the impact of engineering solutions in global, economic, environmental, and societal contexts (H)
5. an ability to function effectively on a team whose members together provide leadership, create a collaborative and inclusive environment, establish goals, plan tasks, and meet objectives (H)
6. an ability to develop and conduct appropriate experimentation, analyze and interpret data, and use engineering judgement to draw conclusions (H)
7. an ability to acquire and apply new knowledge as needed, using appropriate learning strategies. (H)

Course Topics

- advanced lighting
- advanced efx
- advanced animation
- advanced shading/texture
- advanced cinematography
- render quality
- meeting deadline
- renderfarm maintenance
- compositing and post production
- poster and DVD design