
CSE 456 Story Design for Computer Animation

Credits

4.0 (3 hrs lecture, 1 hr section)

Lead Instructor

Barbara Mones

Textbook

None

Course Description

Animation principles and production for story development and design. Design, development, and production of several storyreels, which are a tool for the pre-production of animated features and shorts. Student use authoring tools to present finished work.

Prerequisites

None

CE Major Status

None

Course Objectives

To teach story structure for short animated film. To develop collaborative skills. To learn cinematography and the technology related to story-reel development. To learn about timing and improvisational acting and how this relates to short film [production for animated films. To understand technical troubleshooting for short animated films. To learn how to plan and create technical production notebooks for short animated films. To learn to use the technology to create story-reels for animated productions. To learn about new techniques for animation production.

ABET Outcomes

Course Topics

- Story Structure
- Story Structure for Animated Films
- Applying story structure techniques to analyze and improve the impact of animated shorts.
- Improv and Reference
- Physical Humor
- Cinematography

- Layout and Design
- Scoring an animated film
- Pitching stories
- Responding to feedback from a group.
- Planning for Motion
- Motion principles
- Storyboarding
- Character Design
- Story-reel Creation