

# ANIM 335 : Visual Development for Computer Animation I

Instruction in visual development artwork. Focus on exploration of ideas and generation of character, environment, and prop designs/paintings with strong story potential. Introduction to basic elements of gesture drawing, quick sketch, volume, and depth techniques to capture action and attitude. Emphasis on drawing for: weight; force; thought; emotion; movement. Character development and design realized through descriptive drawing and sound draftsmanship.

**Credits** 3

**Studio Hours** 6

**Lecture Hours** 0

**Prerequisites**

minimum grade of C- in: ANIM 209; ANIM 222; ANIM 228.