

COM2145 – Animation II - Outline

Animation is a simulation of movement created by displaying numerous still images or frames. There are many types of animation including cel animation, computer animation, stop motion animation, claymation, and others. Throughout this module you will learn to identify and describe how animation creates the illusion of movement. You will also be applying this knowledge to create another animation of your own.

Grades for the module will be assigned as follows:

Workstation Routines and Behaviour	10%	This portion of the module is based on behavior, time spent on-task, and overall workstation habits. Basically make sure you are doing your work and keeping your station clean and organized.
Assignments	20%	These assignments must all be completed. Marks will be awarded for accuracy and completeness.
Project	70%	These projects will allow you to create some animations of your own using multiple animation styles.