

Animation and Special Effects, Minor

Animation & Special Effects Minor

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Overview

Animation & Special Effects comprise a rich field of inquiry at the intersection of art, science, and technology. Students in the IDEATe *Animation & Special Effects* minor will gain experience and competency across a wide range of techniques, while learning about the diverse histories, theories, and practices of animation from renowned faculty experts and visiting artists. Coursework cultivates development of unique aesthetics and individual voice through opportunities for group critique, iteration, public screening and exhibition. Through the minor, students will: have opportunities to collaborate and connect with peers in other fields of research; develop relevant practical skills and abilities that can be applied across a variety of independent studio and industry contexts; deepen cultural sensitivities while expanding their own creative practices; and develop a compelling animation portfolio. In particular, students will gain skills and competencies in the following areas:

- Storytelling through animation
- Digital 2D and 3D animation techniques
- Expanded and experimental animation methods
- Real-time animation systems
- Motion-capture technologies
- Visual effects and procedural animation
- Rendering and compositing

~~The Animation & Special Effects minor is offered through a collaboration between IDEATe and the Robotics Institute (<https://www.ri.cmu.edu/>), bringing together expertise from across the university.~~

Curriculum

Animation & Special Effects Minor Minimum of 45 Units

One Computing Course - Minimum of 9 units

		Units
15-104	Introduction to Computing for Creative Practice	10
15-110	Principles of Computing	10
15-112	Fundamentals of Programming and Computer Science	12
60-212	Intermediate Studio: Creative Coding	12

One IDEATe Portal Course - Minimum of 9 units

60-125	IDEATe: Introduction to 3D Animation Pipeline	12
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IDEATe Animation & Special Effects Courses - minimum of 27 units

15-463	Computational Photography	12
53-325	IDEATe Special Topics in Animation: Bipedal Rigging for Animation Production	9
53-362	Advanced Look Development: The Two Worlds of Texture	9
60-218	Intermediate Studio: Real-Time Animation	10
60-220	IDEATe: Technical Character Animation	10
60-222	Intermediate Studio: 3D Animation	10
60-224	Intermediate Studio: Expanded Cinema	10
60-413	Advanced ETB: Real-Time Animation	10
60-414	Advanced ETB: Hand Drawn Animation	10
60-415	Advanced ETB: Animation Studio	10

Additional course options as available. Please refer to the IDEATe website for courses for the current and upcoming semester.

Double-counting

Students may double-count up to two of their *Animation & Special Effects* minor courses toward other requirements.