

NEWM N364

Directing Visual Narratives

Department of Human-Centered Computing
Indiana University School of Informatics and Computing, Indianapolis
Season Year

Section No.: *Credit Hours:* 3
Day/Time:
Location: IT 255, Informatics & Communications Technology Complex
535 West Michigan Street, Indianapolis, IN 46202 [\[map\]](#)
First Class:
Instructor: TBD
Office Hours:
Office: IT 463, Informatics & Communications Technology Complex
535 West Michigan Street, Indianapolis, IN 46202 [\[map\]](#)
Phone: 317-278-4140 (Office)
Email:
Website:
Prerequisites: [N342 3D Animation](#)

COURSE DESCRIPTION:

This course introduces principles of animation, derived from acting techniques, to arouse empathy and appeal for characters. Students experiment with how a character should react to objects, environments, and other characters to convey its thoughts, emotions, personality, and aspirations. Students create expressive poses to visualize an effective performance.

Extended Course Description

Students develop essential acting skills to bring characters alive in 2D and 3D animations. Students will learn technical and artists skills in 2D and 3D animation and 2D and 3D animation applications for objects and characters for future courses.

Required text:

Hooks, Ed. (2011). *Acting for Animators* (3rd ed). New York: Routledge. ISBN-10: 1136720588 ISBN-13: 9781136720581 <http://www.amazon.com/dp/B006WCV2HU/>

Equipment needed:

- Computer (Laptop or desktop capable of handling program requirements)
- Box Account: <http://www.box.iu.edu/>

Software used:

- Autodesk Maya
- Adobe After Effects

Course Objectives

This course will provide a multitude of skills and techniques to prepare students for animation and for future courses and careers. Students will be able create expressive animation references and use solid acting skills to create emotive and appealing animations. Finally, students will apply critical thinking and communication skills by exploring body acting and character performance to create appealing animations.

Learning Objectives

Upon completion of this course, students will

1. Understand how to create empathy for 2D and 3D character through their performances.
2. Design and implement nonverbal and verbal cues within a digital character.
3. Integrate believable, appealing, and entertaining animations for use in films, games, and virtual environments.
4. Analyze critically acting in film, animations, and peer work.

Learning Assessments

Assignments	40%
Labs	20%
Peer Critiques	10%
Final Project	30%