



## Computer graphics and animation (GD-660)

(ARVUTIGRAAFIKA JA ANIMATSIOON)

(Компьютерная графика и анимация)

### SUBJECT DESCRIPTION

|   |           |
|---|-----------|
| <b>Credits (ECTS)</b>   | 4.00 ECTS |
| <b>Assessment</b>   | grading   |
| <b>Aim of the subject and short description</b>   |           |
| <p>This course is designed to make students familiar with modern techniques of digital 2D and 3D animation such as cutout and shape animation, and give them tools to do it with a focus on the After Effects workflow which however can be applied to any other pieces of software that are available on the market. During the course students will learn how 2d animation is done and become familiar with professional notions and definitions, learn how to animate objects and characters, how to export their animations into various formats and apply to different medias.</p> |           |
| <b>Learning outcomes:</b>   |           |
| Student:  |           |
| <ol style="list-style-type: none"><li>1. Know basic theory and principles of 2d animation together with key notions and definitions</li><li>2. Ability to use basic and some advanced animation tools and plugins</li><li>3. Ability to create and animate 2d objects and characters that can be later used in video games or film production</li><li>4. Ability to save and export projects for necessary applications</li></ol>   |           |

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