

ANGD 4140 | Senior Thesis Workshop

Syllabus

Catalog Description This studio/lecture course lays the foundation for the Senior Thesis project. Research, concepts, character and set designs, narrative threads and animation tests will be developed.

Pre-Requisites ANGD 2431, 2311

Repeatable for Credit No.

Context This is a Junior level course required for all BFA ANGD majors.

Content This course will focus upon the proposal and development of concepts, narrative structure, game play (if applicable) for a Senior Thesis Project. Designs will be developed through multiple drafts, storyboarding, research and finally project pitches.

Course Supplies None.

Course Outcomes Upon successfully completing this course the student will be able to:

- Propose and defend thesis project.
- Show illustrations and rough models of sets, characters, and game play.
- Write an effective game or narrative animation pitch.
- Deliver a convincing pitch.

Assessment Instruction will include a combination of classroom lectures, demonstrations, discussions, critiques, group discussions, and public pitches. At the end of this course, students will have defined the core parameters for their Senior Thesis Project.