

University of the Incarnate Word

ANGD 3345 | Advanced Game Animation
Spring 2025 | TR 1:30pm-4:15pm | AD415
Professor Kassandra Arevalo
Email: karevalo@uiwtx.edu

Office Hours:

- Mondays: 3:00PM-5:00PM
- Wednesdays: 3:00PM-5:00PM
- Fridays: 11:00am-4:00pm

Course Overview: This studio course is focused on creating dynamic animations, with exploration in stylized attacks, motion capture workflow, game engine implementation and game cinematics. Heavily focused on proper body mechanics using both keyframe and motion capture techniques.

Course Outcome: At the end of this course, the student will be able to showcase high quality animations with the use of keyframe techniques and motion capture.

Audience: This course is a junior level requirement for students majoring in 3D Animation & Game Design.

Date	Lecture	Exercise	Assignment Due
1/14	Class Overview Global Game Jam Prep: Game Animation Pipeline	Game Engine team exercise	
1/16	Global Game Jam Prep: Pipeline Review & Wrap-Up	Game Engine implementation	<i>Game Anim</i> reading - • “The Game Animation Workflow”
1/21	Global Game Jam Work Session		
1/23	Global Game Jam Work Session		
1/28	Global Game Jam Postmortem Previs for Games	Dynamic Action reference	Global Game Jam report
1/30	The Five Fundamentals of Game Animation	Five Fundamentals analysis	Dynamic Action previs & reference <i>Game Anim</i> reading - • “The Five Fundamentals of Game Animation”
2/4	Keyframe Layered Workflow	Pushing Force & Energy	Dynamic Action spline pass
2/6	Smear Frames in Game Animation	Smear Frame practice	Dynamic Action spline+ pass
2/11	Smear Frames continued	Smear Frame test	Dynamic Action polish pass
2/13	Dynamic Action Polish Demo	Dynamic Action check-in	Dynamic Action polish pass
2/18	Dynamic Action Polish Review	Dynamic Action check-in	Dynamic Action polish+ pass
2/20	Motion Capture Workflow Overview	Mocap Walk Review	Dynamic Action final
2/25	Character Hand Solutions	Weapon Setup	Mocap Solider build & references <i>Game Anim</i> reading - • “Motion Capture”
2/27	More Mocap Tools	Mocap Script Utilization	Mocap Solider cleanup #1
3/4	Keyframe Considerations in Mocap	Keyframe Analysis	Mocap Solider cleanup #2
3/6	Mocap Polish Demo	Mocap Soldier check-in	Mocap Solider polish #1
3/11 - 3/13	Spring Break No Class		

3/18	Mocap File Inspection	Mocap Soldier check-in	Mocap Solider polish #2
3/20	Mocap Polish Checklist	Mocap Soldier refinement	Mocap Solider polish #3
3/25	Game Studio Tests: What To Expect Intro to Creature Animation	Creature cycle blocking	Mocap Solider final
3/27	Final Project Kick-off Creature Animation Continued	Creature cycle update	Animation test progress
4/1	Animation Test Post-Mortem Personality & Story in Game Characters	Final project story clarification	Animation test final Final project reference <i>Game Anim</i> reading - • "Cinematics and Facial"
4/3	Facial Motion Capture	Facial Mocap Setup	Final project previs
4/8	Facial Motion Capture continued	Facial Mocap Exercise	Final project blocking
4/10	Facial Mocap Wrap-Up	Facial Mocap Update	Final project splocking
4/15	Differentiating Gameplay VS Cinematic Animation Jobs	Game Job Search	Final project spline <i>Game Anim</i> reading - • "Different Areas of Game Animation" and "Game Animator Roles"
4/17	Refining Your Game Animation Demo Reels Demo Reel & Industry Survey	Demo Reel Survey	Final project spline+ Current demo reel
4/22	Game engine cinematic implementation workshop start	Game Implementation Start	Final project polish
4/24	Game engine cinematic implementation wrap-up	Game Implementation Check-In	Final project polish+ Updated demo reel
4/29	Game Cinematic Polish Critiques	Final project check-in	Final project polish pass #1
5/1	Advanced Game Animation Wrap-Up	Final project check-in	Final project polish pass #2 Updated demo reel
5/6	Finals Work Day & Feedback Session 1:30pm-3:30pm		Final project update
5/9	Finals Deadline @ 11:59PM		Final project deadline Game animation demo reel(s) final update

Grading Activities: Your final grade will be based upon attendance, exercises, and assignments. Your grade will be based upon the percentage of 100 pts you have earned. 100-90=A, 89-80=B, 79-70=C, 69 and below =F.

Output: Render using 720 HD in your Render Settings.

Attendance: Attendance is mandatory. Each absence will result in a letter drop in your final grade. 3 tardies account for 1 absence.

Projects: There are no redos. Make every project you turn in count. No late assignments accepted.

ANGD Late Work Policy: No late assignments are accepted. All assignments are due before the beginning of class on the day they are due. If you are sick or have to miss class, the assignment is still due. There are no redos. Make every project you turn in count.

ANGD Academic Integrity: (Self Plagiarism) No work previously completed in another section or course can be turned in. AI use or downloaded content is prohibited in all coursework unless otherwise specified by your instructor.

ANGD Phone/Device: When in class, no phones or devices should be out. Keep them put away unless otherwise specified by your instructor. Three phone uses in class equals an absence and thus a letter drop in grade.

UIW Course Policies, Guidelines and Accommodation:

This course complies with all UIW academic policies and federal guidelines, including but not limited to: academic integrity, disability accommodations, pregnancy accommodations, Title IX non-discrimination, and class absences for religious observances. Current policy statements will be provided to all students through the learning management system and in information provided on the first day of class.

<https://www.uiw.edu/academics/academicpolicies.html>