



**Jordan University of Science and Technology**  
**Faculty of Architecture And Design**  
**Design And Visual Communication Department**

DV466 3d Character Animation Studio

Second Semester 2023-2024

**Course Catalog**

3 Credit Hours. This course further develops character animation concepts. Class exercises emphasize the development of acting and character animation skills. Students will practice character thinking, changes of emotion, and speaking (lip-sync animation). The course will involve animation projects; one project will focus on the animation of a quadruped (such as a dog), and another short project will animate two characters using existing models with dialogue and camera cuts.

**Teaching Method:** On Campus

**Instructor**

Name	<b>Mr. Emad Hailat</b>
Office Location	-
Office Hours	Sun : 14:30 - 15:30 Mon : 11:30 - 13:00 Tue : 14:30 - 15:00 Wed : 11:30 - 14:30
Email	emhailat5@just.edu.jo

**Class Schedule & Room**

Section 1:  
Lecture Time: Mon, Wed : 08:30 - 11:30  
Room: LAB

**Prerequisites**

Line Number	Course Name	Prerequisite Type
2233620	DV362 Introduction To Computer Games	Prerequisite / Study

Mapping of Course Outcomes to Program Outcomes	Course Outcome Weight (Out of 100%)	Assessment method

Demonstrate the ability to create compelling character personalities and emotional arcs using acting techniques in character animation.	20%	.First- act.+env.+rig, First- Pre-Final, First- Final, الإمتحان النصفى, الاعمال النهائية
Using existing 3D models, create dialogue-driven scenes between two characters with effective lip-sync animation and nuanced emotional performances.	15%	.First- act.+env.+rig, First- Pre-Final, First- Final, الإمتحان النصفى, الاعمال النهائية
Integrate animated characters into believable environmental contexts, utilizing setting, lighting, and camera angles to enhance the storytelling and emotional impact of the character performances.	15%	First- Pre-Final, First- Final, الاعمال النهائية
Critique character animation work, providing constructive feedback to improve the expressive, emotional, and environmental qualities of animated performances.	10%	First- Final, الإمتحان النصفى, الاعمال النهائية
produce a short animation film that effectively integrates character performances, environmental context, and cinematic techniques to create a compelling, emotionally-driven story.	40%	الإمتحان النصفى, الاعمال النهائية

Relationship to Program Student Outcomes (Out of 100%)							
PLO1	PLO2	PLO3	PLO4	PLO5	PLO6	PLO7	PLO8

Evaluation	
Assessment Tool	Weight
.First- act.+env.+rig	5%
First- Pre-Final	10%
First- Final	15%
الإمتحان النصفى	20%
الاعمال النهائية	50%

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