

Animation

Last Updated: Wed, 12/31/2025

Course prefix: LMC

Course number: 3253

Section: B

CRN

34480

Instructor first name: Krystian

Instructor last name: Ramlogan

Semester: Spring

Academic year: 2026

Course description:

Ever wondered how drawings, puppets, or pixels come to life on screen? This course takes you on a journey through the history and art of animation: from hand-drawn shorts and stop-motion experiments to today's stunning digital worlds. No prior experience is required. You'll explore how animation has evolved as both an artistic and cultural force, learning how animators across time and continents have shaped the way we imagine stories, characters, and motion itself. Along the way, you'll gain a foundation in animation history, technique, and theory, with an opportunity to get hands-on experience using Autodesk Maya to create simple 3D scenes.

Academic honesty/integrity statement:

Students are expected to maintain the highest standards of academic integrity. All work submitted must be original and properly cited. Plagiarism, cheating, or any form of academic dishonesty will result in immediate consequences as outlined in the university's academic integrity policy.

Core IMPACTS statement(s) (if applicable):

This is a Core IMPACTS course that is part of the Arts, Humanities & Ethics area.

Core IMPACTS refers to the core curriculum, which provides students with essential knowledge in foundational academic areas. This course will help master course content, and support students' broad academic and career goals.

Orienting Question:

- How do I interpret the human experience through creative, linguistic and philosophical works?

Learning Outcome:

- Students will effectively analyze and interpret the meaning, cultural significance and ethical implications of literary/philosophical texts or of works in the visual/performing arts.

Career-Ready Competencies:

- Ethical Reasoning
- Information Literacy
- Intercultural Competence