



Design & Animation

Taught by [Michelle Carpenter](#) & [Jeremy Brown](#)

The following camp will be held between the hours of 9:00 AM – 4:00 PM with an hour lunch and around 2 hours of free work time. The participants will engage with our camp instructors and other participants via ZOOM and Canvas accounts.

Course Description

Students will learn the fundamentals of 2D and 3D design and animation using software and techniques used and practiced by professionals. Students will plan and execute their own original story and character ideas using several tools from the Adobe Creative Suite. Students will be instructed and guided through virtual demonstrations and work sessions.

The session will begin with an introduction to the principles of animation, and story pre-production. Students will spend the next two days animating their short stories in 2D using Adobe Animate, a vector-based animation program. Students will then learn how to create digital 3D sculptures using sculptGL (<https://stephaneginier.com/sculptgl/>) and how to take their creations and tell their stories in augmented reality using Adobe Aero.

Material Requirements

- Desktop or Laptop computer
 - Microphone
 - Speakers and/or headphones
 - Webcam (optional)
 - Minimum requirements for running Adobe Animate
 - <https://helpx.adobe.com/animate/system-requirements.html>
- iOS device
 - iPhone or iPad running iOS 13 or later
 - Minimum requirements for running Adobe Aero
 - <https://helpx.adobe.com/aero/system-requirements.html>
- Adobe Creative Cloud
 - Educational subscription
 - <https://www.adobe.com/creativecloud/plans.html?promoid=Nv3KR7S1&mv=other>
 - OR 7-day free trial
 - <https://www.adobe.com/au/creativecloud/start-with-free-creativecloud.html#x>