CAP 122 : Storytelling and Previsualization Process/Project

This course introduces students to the storytelling and previsualization process. Topics include use of tools like script writing, narrative advancement, storyboarding, camera framing, and the importance of timing in storytelling. Upon completion, the student should be able to use these tools to prepare for the creation of an animated short feature, a live action short film, or a video game prototype.

Credits 5

Theory Credit

2

Experimental Laboratory Credit

3

Prerequisites

Prerequisite: CAT 283 or RTV 119 or Permission of Instructor