

MATERIALS GUIDE

ANIMATION COURSES

Helpful tips for planning your approach to buying materials for your course(s)

1. Start with what you need for the first class

- Bring a notebook and pen for taking notes.
- Focus on acquiring the items on your course list that are required for the first day of class. They are marked with an asterisk* on the list.

2. Budget for your supplies

- Art supplies can vary greatly in quality and price. Take some time to understand the pacing of the course and your own learning goals to make informed decisions about what to buy. Instructors will provide more details about the specific materials needed for each course. Talk to them for advice!
- You may already have suitable materials at home; it is not necessary to purchase new materials for every course.

3. Set up any required software

- For courses that require software: purchase, download, and install the required software before the first day of class. This will allow you time to troubleshoot any potential installation issues. Most required software are free or have low-cost educational versions that are available to you as an ECU Continuing Studies student.

Ready to Get Started? Look for your Course List



CSAN 100: Principles of Animation

Required Course Materials	Approximate Costs
Drawing tablet (such as Wacom or HUION)	Starting at \$90.00
Adobe Animate*	\$467.88 for 12-month educational license
<p>The Adobe Creative Cloud license includes access to all Adobe tools and software. Click to visit the Adobe Creative Cloud Education Plan webpage.</p> <p>Download Adobe Creative Cloud on your computer and install <i>Adobe Animate</i>.</p>	
Recommended	
Bond Paper or Sketchbook	\$15.00
HP Pencil	\$2.50
Eraser	\$2.50

*required for the first day of class

Drawing tablets can range from under \$100 to well over a thousand dollars. Talk with your instructor for recommendations.

CSAN 101: Innovations in Animation

Recommended Course Materials	Approximate Costs
Notebook + pen	Bring what you have on hand

*required for the first day of class

CSAN 105: Introductory 3D Modeling for Animation (Maya)

Required Course Materials	Approximate Costs
Autodesk Maya 3D*	Free with a 1-year educational license
<p>For instructions how to download Autodesk Maya, go to ECU Knowledge Base and login using your myEC credentials.</p>	
Adobe Photoshop Adobe Premiere Pro	\$467.88 for a 12-month educational license
<p>The Adobe Creative Cloud license includes access to all Adobe tools and software. Click to visit the Adobe Creative Cloud Education Plan webpage.</p> <p>Download Adobe Creative Cloud on your computer and install <i>Adobe Photoshop</i> and <i>Adobe Premier Pro</i>.</p>	
Recommended	
Notebook and pen	\$10.00

*required for the first day of class

CSAN 107: Introductory 3D Modeling + Animation (Blender)

Required Course Materials	Approximate Costs
Blender* Blender is free. Click to download the software .	Free
Adobe Photoshop The Adobe Creative Cloud license includes access to all Adobe tools and software. Click to visit the Adobe Creative Cloud Education Plan webpage . Download Adobe Creative Cloud on your computer and install <i>Adobe Photoshop</i>	\$467.88 for a 12-month educational license
Recommended	
Notebook and pen	\$10.00
Unity Unity is free for students. Click to download the software .	Free
Unreal Unreal is free. Click to download the software .	Free

*required for the first day of class

CSAN 115: Introductory 3D Animation (Maya)

Required Course Materials	Approximate Costs
Autodesk Maya 3D* For instructions how to download Autodesk Maya, go to ECU Knowledge Base and login using your myEC credentials .	Free with a 1-year educational license
Adobe Photoshop Adobe Premiere Pro The Adobe Creative Cloud license includes access to all Adobe tools and software. Click to visit the Adobe Creative Cloud Education Plan webpage . Download Adobe Creative Cloud on your computer and install <i>Adobe Photoshop</i> and <i>Adobe Premier Pro</i> .	\$467.88 for a 12-month educational license
Recommended	
Notebook and pen	\$10.00

*required for the first day of class