

## **Research on Teaching Reform of Animation Major in Higher Education under Internet Environment**

**Zhou JunSheng**

Xi'an University ,710065

**Keywords:** Internet; Animation Major; Teaching Reform

**Abstract:** In recent years, the animation industry has developed rapidly, and the animation specialty is very popular in various universities. The enrollment of animation-related majors is increasing year by year with the expansion of enrollment [1]. The rapid development of the Internet has a great impact on the animation major, and students can enjoy rich learning resources under the network teaching environment, so that they can get real-time information quickly and pertinently and, they can also master their own learning methods according to their own characteristics. Many computer talents are committed to the development of updated Internet technology, so network information technology is currently developing at a high speed and constantly updated. In this environment, the animation specialty in colleges and universities also needs some development. In this kind of vigorous development situation, the university animation teaching problems appear gradually. In this case, it is imperative to reform the teaching methods of animation courses in colleges and universities. [2] This paper analyses the teaching aim and reform of teaching method of animation major in higher education based on Internet.

In recent years, competition in the animation industry is fierce. In this industry, there is an urgent need for a large number of animation innovative talents, and the government has also continued to introduce relevant policies to encourage the development of innovation industry. Because creative talents are the needs of the Times, colleges and universities should conform to the trend of the times and continuously train creative talents in the animation education industry. They should also set up teaching objectives so that courses and teaching can be carried out smoothly to make the animation class innovative. Only in this way can more talents appear, and more and more animation works of both novel and high quality appear.

### **I Teaching goal under the Internet environment**

The teaching goal is carries on the teaching the forerunner, if does not have the teaching goal, the entire teaching process is a scattered sand. Animation is a technology-intensive specialty, so many factors should be considered when making teaching objectives.

#### **1. Teach students to draw inferences from one thing to another.**

The design and production of animation requires the use of relevant software such as PS, Flash, 3dMAX, etc. Besides, art courses related to sketch, color, choreography, photography also need to be offered. The software is constantly updated and the professional knowledge of the course is constantly deepened. Therefore, the teaching of students by teachers should not be limited to a certain version of a software, but should teach students the ability to explore and learn related software independently and let the student study other versions independently by way of analogy. Only in this way, students will not be at a loss in the face of the software version gradually updated.

#### **2. Change the passive learning state of students**

Cramming learning is not conducive to students' memory of knowledge. In this era of the Internet as the main body of knowledge, students should be diligent in thinking, good at thinking, and actively explore. They can't just chew the knowledge taught by teachers, but they should

explore the relevant knowledge and laws ourselves and transform the problems encountered into personal abilities through their own practice.

Teaching Purposes: With the help of Internet technology, students can learn and innovate independently, and can choose knowledge independently to enrich themselves in the study of animation.

### **3. The reform of teaching method under the Internet environment**

Under the network environment, teaching methods are various, and students have more optional space. They can achieve independent learning according to the diversity of teaching resources and methods, which is of great significance to the improvement of students' autonomy and enthusiasm. Students may use the network teaching resources anytime, anywhere, also repeatedly. Students who have a good grasp of it can also consolidate their knowledge through this internet-based resource. And this way can make teachers have more time to solve the problems and questions left by students in class. Teachers should reform the teaching methods according to the teaching purpose, make the knowledge they teach students fit the society, make the knowledge adapt to the society, make the students keep pace with the times, and train the students to be the creative talents of animation in the society. Make the present classroom realize the optimization of the curriculum structure through the reform.

#### **3.1. Combine teaching with practice**

The college where the animation major is located can pool funds to set up an animation studio, in which students can use computer equipment for relevant practical learning and teachers bring practical learning into the teaching content system. And combine knowledge teaching with practical courses. For example, a photography course can be combined with the production of light tubes and materials in the software, or a sketch course can be combined with the production of models in the software. It enables students to cultivate relevant technical operation ability, enhance practical operation ability and strengthen the establishment of innovative thinking after hands-on operation.

#### **3.2. Use virtual reality technology to expand the curriculum**

In today's society, digital technology is developing rapidly. The curriculum should also follow this trend to be expanded, in order to broaden students' horizons. The category of old animation teaching materials should be broken through. At the same time, the teaching content should be deepened. This will enable new knowledge and content to be incorporated and students' knowledge to be expanded. In the past, most of the teaching appeared in the paper resources, so there are many limitations. However, virtual reality technology can break this situation, the paper resources is no longer the main body, and animation classroom teaching content is presented in all-round. The emergence of this technology has formed a situation in which the Internet is the main body and paper resources teaching is the auxiliary. This kind of teaching can promote the development of network teaching activities, and also help students to learn independently, which lays a foundation for classroom reform.

#### **3.3. Change the traditional teaching model**

The traditional teaching model may not arouse students' interest in learning. Internet-based virtual reality technology is a good innovation, this technology can appropriately reduce the workload of teachers, and can reduce the burden on students by reducing the difficulty of learning. Teachers in the teaching of active use of this technology, can make animation teaching better and better, the students will be higher and higher level. Teachers should actively explore the techniques and rules of using this technique to make classroom teaching rich and colorful and to make animation teaching simple and not boring. Students should work hard to complete the tasks and

assignments assigned by teachers. Students should study hard, complete the tasks and assignments assigned by teachers, and learn these knowledge autonomously after class, so as to expand their knowledge and improve their ability.

### **3.4. Discover and excavate the student's inner potential**

After the teaching reform, teachers should let the student's inner potential give full play in the classroom. Teachers should find out the different points of each student and the characteristics of each student for targeted guidance teaching, and find out the interest of each student in animation courses to mobilize their enthusiasm. To transform students from passive learning to autonomous learning.

### **3.5. Teaching and practical life**

Making the teaching content more close to the real life is a problem that teachers should consider. Teachers should encourage students to seek knowledge from life, break the old closed thought, and let the student have the understanding to the animation specialized knowledge omni-directionally. To enable the student to see problems with artistic thinking is of great help to the accumulation of knowledge and the improvement of professional quality.

### **3.6. Platform Teaching**

Animation students can complete the task assigned by teacher on the network platform, for the teacher's teaching content and homework can also be completed independently and effectively. And for the completion of the process of questions and confusion can be raised on the platform, teachers see these questions and comments, according to the student's learning to make corresponding adjustments to the classroom teaching program. This will allow teachers to get to know each student better and make plans based on individual differences. Before the class, the teacher teaches the students some knowledge, then gives the students the assignment, and lets the student do the related experiment according to the assignment.

### **3.7. Pay attention to the cultivation of communication and cooperation ability**

Making animation is a difficult point in animation learning process. In this process, students will inevitably appear problems and contradictions. Therefore, the exchange is essential, the animation production success can not leave the proper exchange discussion as well as the thought fusion mastery. Teachers should pay attention to training students' ability of communication and cooperation in the teaching process, which is also an important index to check whether teachers are qualified or not.

## **4. Conclusion**

Internet-based teaching reform of animation major in higher education can stimulate students' interest in learning. Interest is the student's best teacher, the student does not study interest, will not continue to study deeply, also will not have what substantive progress. If the teacher inculcates the book knowledge to the students without letting the students feel it, the students will feel bored and have little interest in learning. The students will be better integrated into the teaching if they are interested in the knowledge get into the classroom. At the same time, it also paves the way for exploring new and more effective teaching methods. The purpose of the reform of teaching is to enable students to study more efficiently in the reformed classroom and to gradually develop into creative talents in the society under the leadership of the reformed classroom, thus providing more constructive ideas and works for the community. With the vigorous development of animation industry, innovative talents in this industry are essential, so it is particularly important to reform the teaching of animation specialty in colleges and universities. The reform of the teaching mode of the

animation specialty improves the students' technical operation and thinking flexibility, and enables them to exert their creative thinking ability and contribute their own strength to the development of the animation cause in a good teaching environment. [3]

### **Acknowledgements**

The teaching project of virtual simulation practice in Shaanxi Province 《The virtual simulation experiment based on animation character production》

### **References**

- [1] Bu Zhiguo. Research on the Problems and Reform Ways of Basic Education of Animation Major in Colleges and Universities [D]. Sichuan Academy of Fine Arts, 2016.
- [2] Wu Yan. Reform of College animation teaching methods under the Internet + trend, [J]. Drama House, 2018 (20): 166-167.
- [3] Zhang Yuqin, Wang Tao, Yu Hao Tian. "Internet +" trend of College animation teaching methods reform [J]. Journal of Beijing Institute of Graphic Communication, 2017,25 (05): 129-131.
- [4] Zhang Jinfu, Qi Jiawei, Luo Shiming. Current status and development of Chinese animation. [J] Fine Arts Education Research. 2018.2
- [5] Wang Zongzhe. Analysis of the development trend of Chinese animation typification. [D] Jiangnan University. 2014.11.
- [6] Wang Ting. Research on teaching animation design [J]. Software Guide: Educational Technology, 2010, 9 (10): 8-9.