

MODULE SPECIFICATION PROFORMA

Module Code:	ARD445
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Module Title:	Animation for VFX
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Level:	4	Credit Value:	20
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Cost Centre(s):	GADC	JACS3 code:	W614
		HECoS code:	100717

Faculty:	Arts, Science and Technology	Module Leader:	Dan Pope
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Scheduled learning and teaching hours	40 hrs
Guided independent study	160 hrs
Placement	0 hrs
Module duration (total hours)	200 hrs

Programme(s) in which to be offered (not including exit awards)	Core	Option
BA (Hons) / MDes Visual Effects	<input checked="" type="checkbox"/>	<input type="checkbox"/>

Pre-requisites
None

Office use only

Initial approval: 12/09/2018

Version no: 1

With effect from: 01/09/2019

Date and details of revision:

Version no:

Module Aims

- Introduce the 12 principles of animation.
- Develop the ability to analyse and recreate the movement of objects.
- Using curve editors, create a convincing sense of mass in a digital object
- Introduce key-framing and keyframe interpolation.

Intended Learning Outcomes

Key skills for employability

KS1	Written, oral and media communication skills
KS2	Leadership, team working and networking skills
KS3	Opportunity, creativity and problem solving skills
KS4	Information technology skills and digital literacy
KS5	Information management skills
KS6	Research skills
KS7	Intercultural and sustainability skills
KS8	Career management skills
KS9	Learning to learn (managing personal and professional development, self-management)
KS10	Numeracy

At the end of this module, students will be able to

Key Skills

		Key Skills	
1	Demonstrate the 12 principles of animation.	KS3	KS10
		KS4	
		KS6	
2	Develop the ability to analyse and recreate the movement of objects.	KS3	
		KS4	
		KS6	
3	Use curve editors, create a convincing sense of mass in a digital object.	KS3	KS10
		KS4	
		KS6	

Transferable skills and other attributes

- ability manage an independent workload
- contribute proactively to group critique
- communication skills
- Understanding the requirements of an audience
- note-taking; recording, referring and responding to information

Derogations

None.

Assessment:

Indicative Assessment Tasks:

Students will be required to produce animated sequences that convey a convincing sense of weight, movement and character.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)	Duration (if exam)	Word count (or equivalent if appropriate)
1	1-3	Coursework	100%		

Learning and Teaching Strategies:

- Contextualising information for this module will be delivered as a keynote lecture/s.
- Assignments presented to students will be designed to enable students to produce a body of work that demonstrates their ability in the design and production of original characters.
- Cross-course lectures, workshops and critiques will enable the student to appreciate the similarities, divergences and application of character design for different purposes.
- Tutorial guidance, group critique and student seminars will underpin of the conceptual development and understanding of the student.

Syllabus outline:

This module is designed to give students a solid foundation in animation principles. It will provide insight in to the core theories of animation while providing practical examples of how to apply them. Various software applications will be used to demonstrate who the principles are software agnostic.

Indicative Bibliography:**Essential reading**

R.E Williams (2009) The Animators Survival Kit.
F Thomas (1997) The Illusion of Life: Disney Animation

Other indicative reading

K Roy (2013) How to cheat in Maya 2014

Periodicals and Websites

<http://creativecrash.com>
<http://www.cgsociety.org>
<http://www.digitaltutors.com>