

Module Code:	ARD532
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Module Title:	Character Animation
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Level:	5	Credit Value:	20
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Cost Centre(s):	GADC	<u>JACS3</u> code:	W615
		<u>HECoS</u> code:	100057

Faculty :	Arts, Science and Technology	Module Leader:	Marta Madrid
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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 Animation	✓	<input type="checkbox"/>

Pre-requisites
N/A

Office use only

Initial approval: 01/05/2018

Version no: 1

With effect from: 01/09/2019

Date and details of revision:

Version no:

Module Aims

- To introduce students to human and animal movement, acting, lip sync and body dynamics.
- To enable students to interpret real performance in an imaginative way through an expressive character.
- To challenge students to organise movement into a hierarchy of gestures to be animated in stages and to be polished progressively.

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

1	Provide evidence of understanding of human and animal movement, acting, lip sync and body dynamics.	KS1	KS4
		KS2	
		KS3	
2	Demonstrate the ability to interpret real performance in an imaginative way through an expressive character.	KS6	
		KS7	
3	Organise movement into a hierarchy of gestures to be animated in stages and to be polished progressively.	KS7	KS8
		KS9	
		KS10	

Transferable skills and other attributes

- Planning skills
- Reflective critical skills
- Time management
- Observational skills
- Persistence, patience.

Derogations

None

Assessment:

Indicative Assessment Tasks:

Students will produce coursework that demonstrates understanding of human and animal movement applied to an imaginative animated 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:

- Lectures will provide students with contextual understanding of character animation as well as with creative strategies to work on acting, lip sync techniques and body dynamics.
- Assignments will enable students to develop skills to animate characters in movement while they show emotion in a believable way.
- Software workshops will enable students to acquire the technical skills needed to complete the assignments.
- Tutorial guidance, group critique and student seminars will underpin of the conceptual development and understanding of the student.

Syllabus outline:

Students will be introduced to acting, lip sync techniques, and body dynamics applied to human and animal characters.

Workshops and technical demonstrations will provide the student with practical skills and experience in the use of software and equipment.

Students will be required to demonstrate their understanding of the subject through the coursework they produce in response to set assignments.

Indicative Bibliography:**Essential reading**

Giesen, R. & Khan, A. (2017). *Acting and Character Animation: The Art of Animated Films, Acting and Visualizing*. New York: CRC Press.

Hooks, E. & Naas, P. (2017). *Acting for Animators*. 2nd edn. London: Routledge. £24.99 (e book of 1st ed. In stock)

Other indicative reading

Wells, P, Quinn, J. (2009). *Basics animation: drawing for animation*. Lausanne; Worthing : AVA Academia

Sito, T. (2009). *Timing for Animation*. Hoboken: Taylor and Francis