

MODULE SPECIFICATION PROFORMA

<b>Module Code:</b>	ARD547
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<b>Module Title:</b>	CGI Animation for VFX
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<b>Level:</b>	5	<b>Credit Value:</b>	20
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<b>Cost Centre(s):</b>	GADC	<b>JACS3 code:</b>	W614
		<b>HECoS code:</b>	100717

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

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

<b>Pre-requisites</b>
None

**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**

- 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**

Williams, R.E. (2009) The Animators Survival Kit. London: Faber and Faber  
 Thomas, F. & Johnston, O. (1997) The Illusion of Life: Disney Animation. New York: Hyperion

**Other indicative reading**

Roy, K. (2013) How to cheat in Maya 2014, tools and techniques for character animation. New York: Focal Press

**Periodicals and Websites**

[Highend3D.com](http://Highend3D.com)

<http://www.cgsociety.org/>