Unit Title	Animation Fundamentals
FHEQ Level	Level 4
Unit Code	ANI18102
Credit Value	30 Credits
Unit Type	Subject (Compulsory)

Learning Hours

Staff – Student Contact Hours		Independent Study Hours	
Classes	90	Independent Study	140
Supervised access to resources		Preparation for Assessment	20
		Unsupervised Access to Resources	50
Total			**300**

Unit Description

This unit will introduce you to animation practice, through effective timing and spacing within a series of short exercises in both 2D and 3D techniques. You will learn the fundamental skills, including the key principles and workflows needed for animation including referencing, blocking and spline animation, laying the foundation for future units entailing more advanced animation skills.

Students will be taught in both 2D and 3D software applications to explore the different pipelines and workflows between the two. Allowing students at an early stage to understand each and potentially choose their preference throughout the course until their final year.

The unit will also be supported with a series of life drawing classes, to help reinforce the importance of observation and reference. Quick sketches will be the emphasis, looking at strong posing and flow lines to help communicate weight and movement.

Students will also document their progress and research in the form of a blog throughout the unit, to help them reflect and evaluate their findings for final submission.

The Five Principles underpin the Mindsets and Skillsets Manifesto and are the foundation upon which all course curriculum frameworks and unit specifications are based. The relevant Principles as stated below have been mapped against the Learning Outcomes relevant to each course unit and at each level (see Programme Specifications for full description of the Five Principles):

1. Cultivate / Where the individual thrives.
2. Collaborate / Where disciplines evolve.
3. Integrate / Where education engages industry.
4. Advocate / Where purpose meets practice.
5. Originate / creativity meets technology.

Unit Indicative Content

- Introduction to animation workflows and principles.

- Identifying appropriate research.

- 2D technical workshops.

- 3D technical workshops.

- Life drawing classes.

- Communicating ideas and reaching a basic level of professionalism.

Unit Aims

- To research and understand the application of animation techniques.
- To enhance your animation skills through the use of different software.
- Demonstrate a range of experimentation and development tests.
- To work professionally, meeting deadlines and managing realistic targets.
- Show effective communication skills on a range of levels.

Unit Learning Outcomes

LO 1 Research/Inspiration

Demonstrate your capacity for information gathering techniques using a wide range of sources, providing visual, contextual and industry case-study research as appropriate.

Related Principle: ORIGINATE

LO 3 Development/Prototyping

Demonstrate a range of tests and solutions, informed by knowledge of the principles of the creative process.

Related Principle: INTEGRATE

LO 5 Presentation /Storytelling For Influence

Evidence effective communication of projects, whether in visual, oral or written form.

Related Principle: ADVOCATE

LO 7 Employability

Evidence nurturing professional transferrable and employability skills, including the ability to manage time and work to clear briefs and deadlines, respond to set goals, and communicate effectively.

Related Principle: CULTIVATE

Learning and Teaching Methods

- Briefings (Unit leader)
- Seminars (Course team)

- Workshops (Course team)
- Tutorials (One to one with tutors)
- Self-Directed Study (Yourself)
- Online Activity (Students and Staff)

Assessment methods and tasks

Formative assessment will be held half way into the unit. This will be a one to one session with your tutor discussing your progress.

Summative assessment will be graded with written feedback on your final submission/s which will be uploaded using Moodle and Google drive.

Assessment tasks	Weighting (%) *(one grade or multi-grade unit)*
A development blog. Final pieces of animations relevant to each exercise.	100% (all work marked holistically)

Indicative Assessment Criteria

Assessment criteria are the basis on which the judgment of the adequacy of the work is made. A more detailed assessment criteria will be specified in the brief.

- Evidence of research and reference used to inform animation principles. (LO1)

- Demonstrate testing and planning to show development and workflows across different mediums. (LO3)

- Effective presentation of work through communication and in both written form and visual. (LO5)

- Evidence or professionalism. (LO7)

Essential Reading list

1. Luhta, E. and Roy, K. (2013) How to cheat in Maya 2014. Burlington, MA, Focal Press.

2. Mattesi, M. (2017) Force: Dynamic Life Drawing. Florida, CRC press.

3. Parr, P. (2016) Sketching for Animation. London, Bloomsbury.

4. Thomas. F. and Johnson O. (1997) The Illusion of Life. New York, Abbeville Press.

5. Whitaker, H. and Halas, J. (2002) Timing for animation. Oxford, Focal.

6. Williams, R. (2009) The Animator's Survival Kit. London, Faber & Faber

Further reading and resources will be identified in your Project Brief