

Advanced Character Animation (level 5)

Module Code:	GAV5007-B
Academic Year:	2018-19
Credit Rating:	20
School:	Department of Media Design and Technology
Subject Area:	Games, Animation and Visual Effects
FHEQ Level:	FHEQ Level 5
Module Leader:	Mr Jason Theaker

Additional Tutors:

Pre-requisites:

Co-requisites:

Contact Hours

Type	Hours
Laboratory	24
Directed Study	176

Availability Periods

Occurrence	Location/Period
BDA	University of Bradford / Semester 1 (Sep - Jan)

Module Aims

To provide students with an understanding of the issues involved in creating considered well researched animated characters. To make a full examination of what theories and processes are needed to produce effective characters which deepen viewer engagement with the piece of work. Using a mixture of well considered key framed character animation and motion-capture technology, the student will develop awareness of the practical deployment of the aforementioned methods and a critical understanding of the suitability of either approach in relation to effective character animation.

Outline Syllabus

Character development, analysis and visual design, application of traditional animation principles to three-dimensional computer animation, acting concepts applied to animation: adding gestures and details to create a convincing performance, introduction to motion capture technology: hardware operation, directing performance, processing of the data.

Module Learning Outcomes

On successful completion of this module, students will be able to...

- 1 understand the key issues in effective character design and production; understand the ways in which traditional animation concepts can be applied to three-dimensional computer animated characters; understand performance animation techniques and how they can be applied to character animation; differentiate between adapting a motion-captured performance and generating a character animation independently.
- 2 design, construct and animate an effective 3d character model.
- 3 demonstrate evidence of effective time management planning and enhanced technical / conceptual analysis and problem solving skills; develop professional workflows that will assist in the securing of employment.

Learning, Teaching and Assessment Strategy

Course delivered through a combination of practical labs, didactic presentations, group work, and directed reading, through handouts / tutorials / videos. The supplied material will provide the theoretical background, the didactic presentations will model best practice and the lab sessions will reaffirm the practical skills.

Supplementary assessment is to repair deficiency in original submission.

Mode of Assessment

Type	Method	Description	Length	Weighting	Final Assess'
Summative	Dissertation or Project Report	Reflective and practical online submissions	0 hours	30%	Yes
Summative	Coursework	Short character animation practical project produced individually (maximum 30 seconds)	0 hours	70%	No

Legacy Code (if applicable)

EM-0264D

Reading List

To view Reading List, please go to [rebus:list](#).