

Classical Animation

Module Code:	GAV5021-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 4
Module Leader:	Ms Katherine Johnson

Additional Tutors:
Mr Jason Theaker

Pre-requisites:

Co-requisites:

Contact Hours

Type	Hours
Seminar	3
Laboratory	27
Directed Study	170

Availability Periods

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

Module Aims

In spite of the increasing use of computers to create animation, studios want animators to have an understanding of classical techniques such as cell and stop-motion animation. This module will cultivate an understanding and appreciation of these traditional methods in order to expand creative horizons in visual storytelling and provide a greater range of options in the animators toolkit.

Outline Syllabus

- Introduction session
- Drawn animation, storyboarding, animatics
- Experimental film, pixilation
- Stop motion, character creation
- Stop motion, lighting and cinematography
- Stop motion, animation
- Sound and editing

Module Learning Outcomes

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

- 1 Question and investigate conceptual and practical work from a traditional animation context.
- 2 Apply traditional animation skills in an industrially-reflective environment.
- 3 Demonstrate organisational skills and learn to work in a team within an industrial context

Learning, Teaching and Assessment Strategy

The module is designed to ensure practical experience of classic animation techniques and theories. The module will progress systematically through 2d techniques such as cell animation to physical 3d methods including stop-motion modelling. At each stage, the processes will be placed in historical and conceptual context and applied in weekly practical tasks.

The module is split into 3 parts: classical 2d animation, classical 3d animation and a group project.

The module is delivered through a combination of lectures, workshops, seminars, practicals (LO1.1, 2.1) and directed study where individuals and teams make their own animations based on the tutor-led activities (LO3.1). The learning outcomes are demonstrated by a completion of a practical project accompanied by critically evaluative documentation.

The assessment comprises 3 parts:

20% Research and Evaluation – inspired by given-case studies, students will demonstrate critical reflective thinking from a personal and industrial context.

50% Individual Exercises – Based on weekly workshop activities, students will demonstrate the application of traditional animation techniques.

30% Group Project – Students will specialise on production role within a team to produce either a classical 2d or 3d animation.

Supplementary assessment is to repair deficiency in original submission for individual pieces of work and complete a scaled down 2d or 3d animated piece of individual work to substitute for group work in original submission.

Mode of Assessment

Type	Method	Description	Length	Weighting	Final Assess'
------	--------	-------------	--------	-----------	---------------

Summative	Presentation	Research and Evaluation – Inspired by given-case studies, students will demonstrate critical reflective thinking from a personal and industrial context.	20 minutes	20%	No
Formative	Presentation	Students will present their initial ideas to module tutors for feedback and guidance	15 minutes	%	No
Summative	Coursework	Group Project – Students will specialise on production role within a team to produce either a classical 2d or 3d animation.	1 piece	30%	No
Summative	Coursework	Individual Exercises - Based on weekly workshop activities, students will demonstrate the application of traditional animation techniques.	3 pieces	50%	No

Legacy Code (if applicable)

Reading List

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