

Module Details	
Module Title	Advanced Character Animation (Level 5)
Module Code	GAV5007-B
Academic Year	2020/1
Credits	20
School	Department of Media Design and Technology
Subject Area	Games, Animation and Visual Effects
FHEQ Level	FHEQ Level 5
Pre-requisites	N/A
Co-requisites	N/A

Contact Hours	
Type	Hours
Laboratories	24
Directed Study	176

Availability	
Occurrence	Location / Period
BDA	University of Bradford / Semester 1

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.

Learning Outcomes	
Outcome Number	Description
01	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.
02	design, construct and animate an effective 3d character model.
03	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
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.

Mode of Assessment				
Type	Method	Description	Length	Weighting
Summative	Coursework	Short character animation practical project produced individually (maximum 30 seconds)	N/A	70%
Summative	Dissertation or Project Report	Reflective and practical online submissions	N/A	30%

Reading List
To access the reading list for this module, please visit https://bradford.rl.talis.com/index.html

Please note:

This module descriptor has been published in advance of the academic year to which it applies. Every effort has been made to ensure that the information is accurate at the time of publication, but minor changes may occur given the interval between publishing and commencement of teaching. Upon commencement of the module, students will receive a handbook with further detail about the module and any changes will be discussed and/or communicated at this point.

