

Module Code	ACCA6031
Title	Advanced Character Performance
Date	08/12/2021
Level	6
Credits	20
Pre-Requisites	None

AIM(S)

- To advance and evaluate the necessary performance characteristics embedded in a relevant field of animation, VFX, games (etc.)
- To create and enhance and cultivate levels of performance animation and representations of motions in animated scene(s)

LEARNING OUTCOMES

Upon the successful completion of this module, the student should be able to:

- Advance the (internal) psychological and (eternal) acting stages when capturing motion, performance, gesture and body mechanics in an animation to an audience
- Enhance the interpretive qualities inherent within presenting appealing and engaging and stylistic qualities in the animation of characters and/or sequences.

INDICATIVE CONTENT

- Research and analysis of visual performance material and self-sustained visual research.
- Advancing the implementation of the principles of animation/character animation with embracing the use of body shaping, facial expressions, visemes, etc.
- Identifying personality and character and archetypes (and stereotypes)
- Technical composition and animated design for film, visual effects/motion capture, etc.
- Acting techniques and acting for animation
- Heightened body mechanics and animated representations in 3D space
- Biological studies and analysis
- Key posing, layouts, breakdowns and progression reels
- Cameras, blocking, mise-en-scene, framing (etc.)
- Scene development; cinematically and/or within performance aspects of VFX, Games (etc.)
- Psychological gesturing and internal/external forms (acting/staging) of expression in the human form

- Digital manipulation and composition of traditional/mechanical characters and props (e.g. digital puppetry and/or integration)
- Technically orientated exercises and simulations will incorporate other studies (e.g. bio-medical systems, effects upon physical bodies) and what is required to present these via 3D technology,
- Classes and exercises will also capitalise on observations and analysis of cinematic conventions and motions

Study Time Allocation

The study time for the module is divided as follows:

Activity type	Hours	Percentage
Scheduled learning	48	24%
Independent learning	152	76%
Placement learning	0	0%
TOTAL	200	100%

ASSESSMENT

Assessment Component 1

☐ Written exam ☐ Coursework ☒ Practical

Mode of assessment	Volume	Weighting
Presentation	An analytical presentation that conducts a study on a range of approaches to a given scenario/scene (using case studies) (5 minutes)	30%

Assessment Component 2

☐ Written exam ☒ Coursework ☐ Practical

Mode of assessment	Volume	Weighting
Portfolio	A directed study (via component #1) in advancing a chosen/selected scene version and to create a version or series of animated 'takes' (equivalent to 3,000 words)	70%

Assessment Summary

Activity type	Percentage
Written exam	
Coursework	70%
Practical	30%
TOTAL	100%

INDICATIVE READING LIST

Module Code	ACCA6031	
Module Title	Advanced Character Performance	
Classification	Reading List entry	Electronic*
Essential	Roberts, S (2004) <i>Character Animation in 3D: Use Traditional Drawing Techniques To Produce Stunning CGI Animation</i> , London: Focal Press.	☐
Essential	Beiman, N (2015) <i>Animated Performance: Bringing Imaginary Animal, Human and Fantasy Characters to Life</i> , London: Fairchild Books	☒
Essential	Kundert-Gibbs, J., (2009) <i>Action! Acting Lessons for CG Animators</i> , London: John Wiley & Sons	☐
Essential	Johnson, O. & Thomas, F. (1995) <i>The Illusion of Life: Disney Animation</i> London: Hyperion Press	☐
Essential	Williams, R. (2002). <i>The Animator's Survival Kit: A Manual of Methods, Principles, and Formulas for Classical, Computer, Games, Stop Motion, and Internet Animators</i> London: Faber & Faber	☐
Essential	Hooks, E. (2003) <i>Acting for Animators: A Complete Guide to Performance Animation</i> London: Heinemann	☐
Further	Lasseter, J. (1987) "Principles of Traditional Animation Applied to 3D Computer Animation", <i>Computer Graphics</i> , pp. 35-44, 21:4, July 1987 (SIGGRAPH 87).	☒
Further	Ed Hooks (Acting for Animation) http://www.edhooks.com/archives.html	☒
Further	Living Lines Library https://livilily.blogspot.com/	☒
Further	50 most influential Animators https://50mostinfluentialdisneyanimators.wordpress.com/	☒
Further	Animation World Network https://www.awn.com/	☒