

MODULE CODE: ACCA5046
TITLE: Experimental Animation Techniques
LEVEL: 5

AIM(S)

The module aims to develop the student's individual self-expression through the manipulation and experimentation of animated artefacts, via established and alternative production processes. Theoretical underpinning will reinforce the practical material as students will propose concepts *behind* their animation goals, via the integration of 2D, stopframe models, classical, typography, 3D, etc. This offers the student the opportunity to expand their approaches and studies ahead of their self-initiated independent project (at L6).

LEARNING OUTCOMES

Upon successful completion of this module, the student will be able to demonstrate

1. An advanced appreciation and understanding of animated innovations and invention, and their study, and the principles underlying the representation of these forms in trans-dimensional space(s).
2. Develop skills and new appreciations of the range of methods by which motion can be employed with reference to the staging and technical overlaps between various media and techniques.

INDICATIVE CONTENT

Research and analysis of visual material and self-sustained visual research
History of animated filmmaking and special fx
Observational analysis and life drawing (via poses, photography, film etc)
Principles of Animation/Character Animation (e.g. pose to pose, slow-in, slow-out, etc.)
The study and analysis of the natural world (and motions) and their representations in film / animation
Planning, layout and (pre)visualisation of shot(s)
Art direction & conceptual design approaches
2D, 3D and hybrid animation techniques
Types of shots, framing and composition
Techniques in scene development and modification
Camera positions, movements and techniques
Matte painting integration and composition
Titles and credits sequences, graphics, logos and idents
Cut-out, model sculpting and miniatures (physical)
Model-stopframe, puppetry and digital crossovers
Construction of narrative design elements, staging and co-ordination of components
Identification of character / asset design aesthetics and/or structure
2D / 3D / VFX progress and progression reels
Creation and completion of the animated shot and/or image
Management and manipulation of production stages

ASSESSMENT

Assessment Component 1

(Tick one)

☐ Written exam ☒ Coursework ☐ Practical

Mode of assessment	Volume	Weighting
Video presentation	An edited breakdown on the development and manufacture of a short animated sequence (of 20 secs in length), equivalent to 4000 words	100%

READING LIST

Module Code		
Module Title	Experimental Animation Techniques	
Classification	Reading List entry	Electronic*
Essential	Studio Binder: https://www.studiobinder.com/category/directing/cinematography	☒
Essential	Forget the Films, watch the titles: Forget the Film, Watch the Titles!	☒
Essential	Murdock, K. L. (2022), <i>Autodesk Maya 2023 Basics Guide</i> . SDC Publications.	☐
Essential	Shaw, S (2017) <i>Stop Motion: Craft Skills for Model Animation</i> , Routledge	☐
Essential	Uesugi, Dennison (2010) <i>d'Artiste Matte Painting Masterclass</i> books, Ballistic Publishing	☐
Essential	Matte Painting: An Introduction to Matte Painting Art Rocket (clipstudio.net)	☒
Essential	Doyle, B. F (2019) <i>Understanding Design in Film Production: Using Art, Light & Locations to Tell Your Story</i> , Routledge	☐
Essential	Gilland, J. (2008) <i>Elemental Magic: Volumes 1 + 2</i> , Routledge	☐
Essential	Harris, M. Husbands, L. Taberham, P. (2019) <i>Experimental Animation: From Analogue to Digital</i> . Routledge.	☐
Essential	Wells, P. Hardstaff, J. (2008) <i>Re-imagining Animation: The Changing Face of the Moving Image</i> . AVA Publishing.	☐
Further	Fox, T. (2022), <i>Anatomy for Artists: Drawing Form & Pose</i> . 3D Total Publishing.	☐
Further	Roberts, S. (2021) <i>Animation Techniques</i> , Crowood Press	☐
Further	Blazer, L (2019), <i>Animated Storytelling</i> . Peachpit Press	☐
Further	Shaw, A, (2019) <i>Design for Motion: Fundamentals & Techniques of Motion Design</i> . Routledge.	☐
Further	Johnson, O. & Thomas, F. (1995). <i>The Illusion of Life: Disney Animation</i> , Hyperion Press.	☐
Further	FX Guide: https://www.fxguide.com	☒
Further	Short of the Week: https://www.shortoftheweek.com	☒
Further	Adobe: What Is Motion Graphics? A Complete Guide Adobe	☒