

MODULE CODE: M6X02056
TITLE: Advanced Character Animation
DATED: 24/11/2015

LEVEL: 6
CREDITS: 20

JACS CODE: W615

AIM(S)

- To support the other (practical) work conducted at Level 6 by heightening and extending the student's character animation skills and techniques within the context of emerging trends and innovations in the animation industry.
- To formulate effective 3D strategies and industry-facing methods in advancing the visual components that aid in designing both realistic and stylistic-based sequences.

LEARNING OUTCOMES

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

- Critically analyse and cultivate their animation ability to high-end levels of character performance and/or realism.
- Select, evaluate and employ industry method processes, trends, techniques and production environments to progress their own developing animation skillset.

INDICATIVE CONTENT

Content will be largely dependent upon the student's own self-directed specialist area as they select their course of character animation investigations to develop practical character/story-based animated demonstrations of their research findings.

The module will initially task the graduate students to define the animation being analysed and the research and practical parameters to the studies of the scene/purpose/animation to be conducted. Research methodology and identifiable (and feasible) techniques will be encouraged within the 3D animation/character subject.

Planning and development of the animated examples – together with reviews of the findings will continue through the module.

It is expected that topics to be considered may isolate technical and/or artistic categories specific to the student's research needs, with advice and support from specialist academic staff, but expected to be within one of the following:

- Generalist and specialist Animator/Lead Animator/Story dept. roles
- Animation production and pipeline considerations

- Progression of animation specialisms in:
 - Pre-production and Concept design
 - Character animation
 - 3D Character deployment
 - Principles of animation
 - Use of technology to benefit animation workflows
 - Story design and evocation
 - Story mechanics
 - Rigging
 - Effects Animation

LEARNING AND TEACHING STRATEGY

This module offers the student the opportunity to conduct self-directed and in-depth research into a specialist 3D effects area relevant to the programme of study. The resulting artefact will be based upon an understanding of contemporary and novel software techniques in the 3D computer animation/film/visual effects industries.

Students will (initially) be given a series of software and technical demonstrations in contemporary 3D animation developments, to illustrate and acquire knowledge at the forefront of the 3D computer animation discipline. This will be contextualised within industrial roles and production processes in both lecture and seminar format. Guest industry speakers and or tours can take place as appropriate in conjunction with this module.

Students will also engage in tutorials with the tutor, designed to identify and support their particular goals in professional development and specialisms within 3D effects and computer animation.

ASSESSMENT

Assessment Component 1 – Coursework (practical) 100%

Exemplar

The final submission will be a single or series of innovative self-directed animations (to total some 20-30 seconds) derived from their studies into a relevant CG subject. This may be packaged as a technical document, blog, research paper, online tutorial, but whatever the presentation form it will need to contain animated examples or representations in 3D in support of the topic considered.

Assessment Summary

Activity type	Percentage
Written exam	
Coursework	100%
Practical	

TOTAL	100%
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EDUCATION FOR SUSTAINABLE DEVELOPMENT (ESD)

Does the module contribute to ESD?	Yes
This module seeks to help the student develop the fundamental skills of research and subject-specific inquiry. This forms part of the sustainable assessment/sustainable teaching agenda which sees the assessment process as developing skills that can be used beyond the end of the programme of study and also provide the skills the individuals need to know in terms of working, learning, and thriving in a future which is as yet unknown. Boud. D, Assessment 2020: <i>Creating Sustainable Assessment for Long-term Learning</i> University of Technology, Sydney (2020) Available at https://www.uts.edu.au/sites/default/files/davidboudKeynote.pdf Accessed 10:30, 17th October 2014	

BIBLIOGRAPHY

Recommended

Project-specific texts, sites, files determined in conjunction with module tutor(s).

It is anticipated that students would want to study/refer to some of the following, for Character Animation students, to begin:

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|---------------------|---|
| KELLER E. (2013) | <i>Maya Visual Effects: The Innovator's Guide</i> , John Wiley & Sons. |
| OSIPA, J., (2010) | <i>Stop Staring: Facial Modelling and Animation Done Right</i> , John Wiley & Sons |
| CHOPINE, AMI (2011) | <i>3D Art Essentials: The Fundamentals of Modelling, Texturing and Animation</i> , Focal Press |
| ROBERTS, S. (2004). | <i>Character Animation in 3D: Use traditional drawing techniques to produce stunning CGI animation</i> , Focal Press. |
| O'HAILEY, T. (2013) | <i>Rig it Right! Maya Animation Rigging Concepts</i> Focal Press |
| SAWICKI, M. (2007) | <i>Filming the Fantastic: A Guide to Visual Effects Cinematography</i> , Focal Press |

Journals

Project-specific publications determined in conjunction with module tutor(s).

Websites

Project-specific sites and supporting files determined in conjunction with module tutor(s)

