

MA 3DCA Module Guide:
3D Computer Animation Narrative:
Code: ADGD7002
Module value 20 credits

(Revised 06-02-2019)



A cohort of avatars from the MA 3D Computer Animation 2017 - 18

From Programme Document:**Content:**

To provide students with a systematic knowledge and understanding of computer generated animation.

Aims:

This module is designed to provide students with a systematic knowledge and understanding of computer generated animation styles and formats some of which are at the forefront of contemporary knowledge.

Module Intended Learning Outcomes:

Upon the successful completion of the module the student will be able to:

- 1 Demonstrate originality and expertise in the ability to calculate and optimise levels of animation control and to prepare a sound track to create professional quality animated representations of persona.
- 2 Demonstrate advanced contemporary knowledge and mastery of the development tools necessary for the creation of animation set to music

Module Content:

Now that you are more experienced you will try just two advanced exercises.

Lip Synchronisation: (Lip Sync)

The first will be a computer version of your head and face that will talk (or sing).

It will give you the chance of some advanced modelling of an organic structure which you will then texture and rig, ready to animate. You will record some speech of yourself or a colleague and synchronise your animation to this sound.

The Railway Station Narrative: (Cluedo)

You will be provided with four simple human type characters, some props (properties or objects that can be part of your story) and some pieces of set (environment). Using these simple computer objects you must make up and tell a story. By doing this you will be making a complete short film. Your main character will be the camera so you can try out different types of camera angles and film grammar. You can use close ups (CUs), wide shots, two shots, panning shots, tracking shots. There is no limit on how you use your camera. You will be editing your shots together to make a coherent and interesting narrative.

The bad news is that a music track is provided and you must edit your sequence to the rhythm and aesthetic content of the music track.

Supporting Web Material:

This part of the animation module is non-prescriptive, which means there are no real rules apart from those laid out in the Assignment Specification. Therefore there is no online support for this part of the module

Weekly Activities:

Week No:	Lecture / Tutorial	Practical Studio Work
Week 1:	Technical Introduction to sound tracks in Maya. Introduction to Lip Synchronisation.	Your Own Practical Studio time. Modelling a Face.
Week 2:	Modelling and rigging working eyes.	Your Own Practical Studio time. Modelling and rigging working eyes Modelling a your own face.
Week 3:	Modelling and rigging a working mouth.	Modelling and rigging a working mouth.
Week 4:	Structuring the Narrative Project. Introduction to Music Analysis.	Modelling a your own face.
Week 5:	Camera and Editing Grammer	Music track analysis.
Week 6:	Preparation for surface attributes (UVs)	Your Own Practical Studio time.
Week 7:	Surface Attributes and Photoshop	Your Own Practical Studio time.
Week 8:	A health check on your progress	Your Own Practical Studio time.
Week 9:	Trouble shooting your scene files	Your Own Practical Studio time.
BREAK	No lectures or Tutorials	Your Own Practical Studio time
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Week 10:	A health check on your progress	Your Own Practical Studio time.
Week 11:	Trouble shooting your scene files	Your Own Practical Studio time.
Week 12:	Assessment Presentations.	The Presentation of your Animation Exercises.

Reading Lists:

Essential Texts

Author	Date	Title	Publisher
Hooks, E.	2003	Acting for Animators	Greenwood Press
Ratner, P.	2004	Mastering 3D Animation (2nd Edition),	Allworth Press

Background Reading

Author	Date	Title	Publisher
Clark, B., Hood, J., Harkins, J	2002	3D Advanced Rigging and Deformations, (2nd Edition)	Thomson Press
Dempski, L., Viale, E.	2006	Advanced Lighting and Materials with Shaders	Wordware Publishing Inc
Hooks, E	2005	Acting In Animation	Greenwood Press
Kerlow, I.V.	2001	The Art of 3D Computer Animation and Effects (3rd Edition)	Oddworld Inhabitants Inc
Lanier, L.	2006	Advanced Maya Texturing and Lighting,	Wiley Publishing Inc
Park, J. E.	2005	Understanding 3D Animation Using Maya	Springer Science + Business Media, Inc
Whitaker, H, Halas J	2002	Timing for Animation	Focal Press
Williams, R	2002	The Animator's Survival Kit,	Faber & Faber

Finally:

Don't forget to ask your tutor if you are not sure about any issue or topic on this Module Guide or any issue arising from the Assignment Specification.

Can I ask a question at any time?

Yes, even during assessments.

I don't like asking questions because:-

I will look stupid in front of my Colleagues.

Your colleagues may want to ask the same question but are too shy to do so.

Although it is nice to demand the respect of your colleagues, it doesn't really matter what they think of you at this stage of the programme.

I don't like asking questions because:-

I will look stupid in front of my Tutor and he /she will not give me good marks.

Not true. If you ask questions it means that you are awake and are listening.