

MODULE CODE: ADGD7002
TITLE: 3D Computer Animation Narrative
LEVEL: 7
CREDITS: 20

AIM(S)

To provide students with a systematic knowledge and understanding of computer generated animation styles and technique some of which are at the forefront of contemporary knowledge by examining principles of the control of motion and the use of timing during execution of animated sequences. To provide students with a knowledge and understanding of common rigging methods used in the preparation of modelled characters and the modelling, preparation and animation of lip synced human faces. To provide students with an opportunity to complete a whole narrative film based on a musical sound track.

LEARNING OUTCOMES

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

- 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
- Demonstrate advanced contemporary knowledge and mastery of the development tools necessary for the creation of animation set to music

INDICATIVE CONTENT

- Human Face modelling
- Texturing and image preparation
- Lip sync animation
- Facial expression & secondary motion
- Combining Dynamics & Simulations into animation
- Building Custom controls & constraints
- Analysing music in terms of mood
- Analysing music in terms of structure & rhythm (bar & time signature)
- Planning camera work and shot angles
- Planning the time line.
- Advanced Control of Camera
- Advanced lighting techniques
- Mental Ray rendering

LEARNING AND TEACHING STRATEGY

The theoretical content of the module is communicated through demonstrations and lectures. The supervised workshops enable the student to further investigate techniques, methodology and procedure demonstrated, to create functional animated sequences. Implementation:

It is envisaged that animation classes have helped students develop an advanced library of motion work and 3D animation skills to allow for ambitious and evocative computer-generated animation.

Through experimentation and tutorial guidance the student will develop a mastery of the technical requirements in the production of 3D Animation. The approach is systematic and requires each student to experience a wide range of animation tasks which pose specific problem which are normally encountered in animation production workflows.

ASSESSMENT

Coursework assessed by 3 assignments, each one designed to demonstrate their expertise in a variety ways including rigging, lip sync animation and narrative film construction. The student is required to present 3 animated sequences to tutors and peers by way of a presentation and explain how creative issues were dealt with and how technical problems were overcome.

Assessment Component 1

(Tick one)

☐ Written exam ☒ Coursework ☐ Practical

Mode of assessment	Volume	Weighting
Presentation	Individual Presentation (10 minutes); Individual Video Portfolio	100%

Assessment Summary

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

READING LIST

Module Code	ADGD7002	
Module Title	3D Computer Animation Narrative	
Classification	Reading List entry	Electronic*
Essential	Module Guide: 3D Computer Animation (pdf)	☒
Essential	Williams, R.E., 2009. The Animator's Survival Kit, Main-Revised Edition edition. ed. Faber & Faber, London.	☐
Essential	Lanier, L., 2015. Advanced Maya Texturing and Lighting, 3rd Edition edition. ed. Sybex, Indianapolis, IN.	☐
Further	http://www.learninganimation.co.uk/animation/	☒
Further	Thomas, F., Johnston, O., 1997. The Illusion of Life: Disney Animation, 1st Hyperion Ed edition. ed. Hyperion, New York.	☐
Further	Yot, R., 2011. Light for Visual Artists: Understanding & Using Light in Art & Design, Reprint edition. ed. Laurence King, London.	☐
Further	Publishing, 3dtotal (Ed.), 2016. Sculpting from the Imagination: ZBrush. 3dtotal Publishing.	☐