

Module Code	ACCA5038
Title	Advanced Character Animation
Date	08/12/2021
Level	5
Credits	20
Pre-Requisites	None

AIM(S)

- To heighten and extend 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:

- Critically analyse and cultivate 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 students' own developing animation skillset.

INDICATIVE CONTENT

- 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

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
Portfolio	20-30 seconds of self-directed animations (equivalent 5,000 words)	100%

Assessment Summary

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

INDICATIVE READING LIST

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:

Module Code	ACCA5038	
Module Title	Advanced Character Animation	
Classification	Reading List entry	Electronic*
Essential	Osborn, K. (2019) <i>Cartoon Character Animation with Maya</i> London: Bloomsbury Academic	☐
Essential	Naas, P (2018) <i>How to Cheat in Maya 2017: Tools and Techniques For Character Animation</i> London: CRC Press	☐
Essential	Roberts, S. (2012) <i>Character Animation Fundamentals: Developing Skills for 2D and 3D Character Animation</i> London: Routledge	☐
Essential	O'Hailey, T. (2013) <i>Rig It Right! Maya Animation Rigging Concepts</i> London: Focal Press	☐
Essential	Keller, E. (2013) <i>Maya Visual Effects: The Innovator's Guide</i> London: John Wiley & Sons.	☐
Further	Holmes, M. T. (2016) <i>Designing Creatures and Characters: How to Build an Artist's Portfolio For Video Games, Film, Animation</i> London: Impact Books	☐
Further	Osipa, J. (2010) <i>Stop Staring: Facial Modelling and Animation Done Right</i> London: John Wiley & Sons	☐

Further	Labreque, J. (2021) <i>Mastering Adobe Animate 2021</i> London: Packt Publishing	☐
Further	Murdock, K. (2019) <i>Autodesk Maya 2019</i> London: SDC Publications	☐
Further	Sawicki, M. (2007) <i>Filming the Fantastic: A Guide to Visual Effects Cinematography</i> London: Focal Press	☐
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	50mostinfluentialdisneyanimators Countdown of the 50 Most Influential Animators in Disney Studio History (wordpress.com)	☒
Further	Understand Disney's 12 principles of animation Creative Blog	☒
Further	Animation World Network - YouTube	☒
Further	Acting For Animation & Character Performance - Skwigly Animation Magazine	☒
Further	Computer Animation and Virtual Worlds - Wiley Online Library	☒
Further	3D World magazine Creative Blog	☒