MODULE SPECIFICATION

1. **KentVision Code and title of the module**
   Computer Animation – Advanced (2D)

2. **Division and School/Department or partner institution which will be responsible for management of the module**
   Escape Studios, Pearson College London

3. **The level of the module (Level 4, Level 5, Level 6 or Level 7)**
   Level 5

4. **The number of credits and the ECTS value which the module represents**
   30 credits (15 ECTS)

5. **Which term(s) the module is to be taught in (or other teaching pattern)**
   Autumn

6. **Prerequisite and Corequisite modules and/or any module restrictions**
   None

7. **The programmes of study to which the module contributes**
   MArt/BA Art of Computer Animation (2D)

8. **The intended subject-specific learning outcomes.**
   On successfully completing the module students will be able to:
   Demonstrate Knowledge & Understanding (K) of:
   1. The theory, processes and techniques involved in the creation of animal and creature animation
   2. The history of and current trends in the 2D animation industry, and the impact they have on animation techniques
   3. The relationship between the use of live-action reference and the creation of animal and creature animation

   Demonstrate Intellectual Skills (I) by:
   4. Critically evaluating and selecting artistic and technical solutions for animation in a 2D animation environment
   5. Analysing the impacts of design, art and new technology on the development of animation techniques

   Demonstrate Subject Specific Skills (S) in...
   6. Using industry-standard animation tools and techniques to a professional standard in the context of an animation pipeline
   7. The knowledge and understanding of the principles of locomotion and mechanics as they apply to animal and creature animation
   8. The knowledge and understanding of acting and performance as it applies to animal and creature animation

9. **The intended generic learning outcomes.**
   On successfully completing the module students will be able to:
   Demonstrate Transferable Skills (T) by:
   1. Working to meet individual and group objectives
   2. Designing, planning and delivering a project that can adapt to meet a strict set of industry objectives within time and within a technical budget
   3. Communicating and presenting to a variety of audiences in a technical and creative context

10. **A synopsis of the curriculum**
    As the scale and scope of the demands that filmmakers and clients place in the animation industry continues to expand, and over the past few years there has been a significant resurgence and need for animators with 2D animation skills. This module introduces students to the theory and practice of the creation of animal and creature animation for the 2D animation industry. The aims are:

To develop students' understanding of and expertise in animation techniques for use in a 2D environment. To introduce students to the art of animation, especially animal and creature animation. To give students an understanding of a 2D animation pipeline and different roles within this pipeline.

Keywords: Creature Animation, Animals and Creatures, 2D Animation, Animation, Digital Arts, Games, Film, TV

Indicative topics include:
- The theory and practice of creature animation.
- Design for animators, including composition, production and character design and colour theory
- Lighting and texturing for animation
- Animal and creature acting, performance, dialogue and lipsync
- Research and creative development for animation
- Video editing and sound editing for animation
- Animal and Creature Body language, gesture and expressions
- The observation and use of live-action analysis and its application to animation techniques
- Animation and Creature Locomotion and Mechanics

11.   Reading list

Thomas, F. and Johnston, O., 1995. *The illusion of life*. New York: Disney Editions

Williams, R., 2009. *The animator's survival kit*. London: Faber and Faber

Blair, P., 2020. *Cartoon animation*. Walter Foster

3D World, Future Publishing

Digital Art, IDG Communications

12.   Contact Hours

Total contact hours: 220
Total private study hours: 80
Total module study hours: 300

13.   Assessment methods
Main assessment methods:
Formative assessment will be provided throughout the module, both in terms of feedback on work in progress during the contact hours.
Summative assessment will be based on a Portfolio and Retrospective.

Quadruped locomotion exercise (Formative 0%)
Approximately 1 – 2 weeks of development work

Animal action exercise (Formative 0%)
Approximately 1 – 2 weeks of development work
.

Assignment 1: – Individual Portfolio (75%)
Approximately 3 – 4 weeks of development work

Assignment 2: Individual Retrospective (25%)
 Approximately 3000 word (+/- 10%)

13.1   **Reassessment method: Like for Like**

14.   **Map of module learning outcomes (sections 8 & 9) to contact hours (section 12) and methods of assessment (section 13)**

Module learning outcome	8.1	8.2	8.3	8.4	8.5	8.6	8.7	8.8	9.1	9.2	9.3
Learning/ teaching method											
Skills Sessions	X	X	X	X	X	X	X	X	X	X	X
Tutorials	X	X	X	X	X	X	X	X	X	X	X
Studio Time	X	X	X	X	X	X	X	X	X	X	X
Self-Directed Study	X	X	X	X	X	X	X	X	X	X	X
Assessment method											
Individual Portfolio	X	X	X	X	X	X	X	X	X	X	X
Retrospective									X	X	X

15.   **Inclusive module design**
Pearson College recognises and has embedded the expectations of current disability equality legislation, and supports students with a declared disability or special educational need in its teaching. Within this module, we will make reasonable adjustments wherever necessary, including additional or substitute materials, teaching modes of assessment methods for students who have declared and discussed their learning support needs. Arrangements for students with declared disabilities will be made on an individual basis, in consultation with the Pearson College's disability/dyslexia student support service, and specialist support will be provided where needed.

16.   **Campus(es) or centre(s) where the module will be delivered**
Escape Studios, Pearson College London.

17.   **Internationalisation**
Character and Creature Creation is by its nature an international discipline, and learning resources, materials and directed learning will include resources, examples and case studies from across the world.

18.   **Partner College/Validated Institution**
Escape Studios, Pearson College London

19.   **University Division responsible for the course**
Division of Computing, Engineering and Mathematical Sciences

MODULE SPECIFICATION

University of Kent

Module record – all revisions must be recorded in the grid and full details of the change retained in the appropriate committee records.

Date approved	New/Major/minor revision	Start date of the delivery of (revised) version	Section revised (if applicable)	Impacts PLOs (Q6&7 cover sheet)