

MODULE SPECIFICATION

1. **KentVision Code and title of the module**
Computer Animation – Pro (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 character animation performances.
 2. Critically reviewing and exploring trends in the history of character animation and how the industry has changed and adapted
 3. A critical awareness of the relationship between acting, mime, pantomime and character animation performanceDemonstrate Intellectual Skills (I) in...
 4. Critically evaluating artistic and technical solutions in relation to the creation of character animation performances, including motion capture
 5. Analysing theories of acting, performance and drama and applying them to the study of animationDemonstrate Subject Specific Skills (S) in...
 6. Using industry-standard animation tools and techniques including the use of live-action references to create character performances.
 7. The application of the principles of animation as they apply to acting and performance in a computer animation
 8. The application of the principles of mime and pantomime in a 2D animation
9. **The intended generic learning outcomes.**
On successfully completing the module students will be able to:
Demonstrate Transferable Skills (T) in...
 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**
Bringing a character to life is the fundamental purpose of 2D animation. Imbuing this collection of pen strokes and colours with personality, using it to tell a story, and conjuring real emotions, is a difficult skill to master. There are many elements that have to work together to make an animation work: the look and feel of the character have to match with the vocal performance, which has to match with the lip movements, and the body language, and the gestures. It is through constant trial, error, and feedback that students will learn this.

This module introduces students to the theory and practice of the creation of character animation for a wide range of media. The aims are:

- To develop students' understanding of and expertise in character animation techniques for use in a professional animation environment.
- To introduce students to the art of character animation, including pantomime, acting, dialogue and lipsync.
- To give students an understanding of animation industry pipelines including creative development, character development and technical processes.

Keywords: Character Animation, Animation, Digital Arts, Games, Film, TV

Indicative topics include:

- The theory and practice of character animation
- Design for character animators, including visual development, composition, character design and colour theory
- Lighting and texturing for character animation
- Acting, performance, dialogue and lipsync
- Research and creative development for character animation
- Video editing and sound editing for character animation
- Mime, pantomime, body language, gestures and expressions
- The observation and use of motion capture and live-action analysis
- Advanced keyframe animation mechanics, including flexibility and weight

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

Contact hours: 220 hrs

Private study: 80 hrs

Total 300 hours

13. Assessment methods

Main assessment methods:

Formative assessment will be provided throughout the module, both in terms of feedback on work in progress during contact hours.

Summative assessment will be based on a Portfolio and Retrospective.

Pantomime animation exercise (Formative 0%)

Approximately 1 – 2 weeks of development work

Dialogue and Lipsync exercise (Formative 0%)

Approximately 1 – 2 weeks of development work

Assignment 1: Individual Portfolio (75%)

Approximately 3 – 4 weeks of development work

Assignment 2: Retrospective (25%)

Approximately 3000 word (+/- 10%)

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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 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.

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

DIVISIONAL USE ONLY

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)