

PART A: GENERAL INFORMATION

1.	Module Title		Computer Animation – Core (EXAN4001)
2.	School		Escape Studios
3.	Level		4
4.	Total Credits/ ECTS Value		15 credits (7.5 ECTS)
5.	Total Synchronous Contact Hours		60
6.	Programme(s) to which the Module Contributes		BA/MArt The Art of Video Games BA/MArt The Art of Visual Effects BA/MArt The Art of Computer Animation (2D/3D)
7.	Related Modules	Pre-requisites	None
		Co-requisites	None
		Post-requisites	None
		Excluded Combinations	None
8.	External Accrediting Body <i>(If applicable)</i>		N/A
9.	Modes of Study		Full-time
10.	Delivery Site(s)		Escape Studios, London

PART B: MODULE LEARNING OUTCOMES**11. Learning Outcomes**

On successfully completing the module students will be able to:

Demonstrate Knowledge & Understanding of...

1. The theory and techniques involved in the creation of digital animation
2. The relationship between design, technology, and the animation production

Demonstrate Intellectual Skills in...

3. Critically evaluating the various artistic and technical solutions in relation to the creation of an animation production
4. Analysing the impacts of design, art and technical issues on an animation production

Demonstrate Subject Specific Skills in...

5. Using industry standard animation tools and techniques
6. The underlying principles of animation, including locomotion and mechanics
7. Video editing techniques and combining animation with music and sound effects

Demonstrate Transferable Skills in...

8. Building and delivering a project to meet specific objectives within given time and resource constraints

9. Communicating and presenting to a variety of audiences in a technical and creative context

PART C: RATIONALE AND DELIVERY

12. Synopsis of the Curriculum

This module introduces students to the fundamentals of the theory and practice of the creation of animation for a wide range of digital media. It takes them from zero experience to providing a sound foundation on which to build their animation skills. Through intensive hands-on projects they begin to learn the latest software and techniques, including animation principles, movement and cinematography. The aims are:

- To develop students' understanding of and expertise in computer animation techniques for use in a professional animation environment.
- To introduce students to the basics of animation mechanics, including locomotion, flexibility and weight.
- To give students an understanding of the Twelve Principles of Animation.

Keywords: Animation, computer animation, Digital arts, Games, Film, TV

Indicative topics include:

- Basic modelling for animation and VFX
- An introduction to design theory for artists, including visual development, composition, character design and colour theory
- Basic lighting, Texturing and Rendering
- The Twelve Principles of Animation
- An introduction to principles of research, development and creative thinking
- The history of animation, and an introduction to contemporary animation
- An introduction to film theory and the art of Cinematography
- Basic Locomotion, animation mechanics, flexibility and weight

13. Learning and Teaching Methods

The module follows the *Craft* module model, with practical tutor-lead sessions in studio being the primary mode of delivery. In these sessions students are introduced to theory in the context of exercises, building their knowledge and understanding alongside their intellectual and practical skills.

14. Contact Hours

Module Credit Value	Scheduled Learning Activities	Guided Independent Study	Total Hours	Learning
15 credits	Skills sessions (36 hours), Studio time (24 hours)	Preparation for classes, guided research, assignment preparation and development (90 hours)	150 hours	

15. Assessment Methods

Formative Assessment

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

Summative Assessment**Assignment 1: Animation Product (75%)**

Approximately 3 - 4 weeks of development work

Assignment 2: Presentation (25%)

Approximately 10-15 minutes

Re-sits

Students who fail this Module will be permitted resubmit revised assessment components in accordance with the Academic Regulations.

16. Map of Module Learning Outcomes to Learning, Teaching and Assessment**Methods**

Learning outcome	1	2	3	4	5	6	7	8	9
Learning/ teaching									
Skills Sessions	X	X	X	X	X	X	X	X	X
Studio Time	X	X	X	X	X	X	X	X	X
Self-Directed	X	X	X	X	X	X	X	X	X
Assessment method									
Animation Product	X	X	X	X	X	X	X		
Presentation								X	X

17. Indicative Reading List

This is an indicative list, correct at the time of publication. Reading lists will be published at least annually.

- 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

18. Inclusive Module Design

The College recognises and has incorporated the expectations of current equality legislation, by ensuring that the module is as accessible as possible by design. Additional alternative arrangements for students with Inclusive Learning Plans (ILPs)/declared disabilities will be made on an individual basis, in consultation with relevant policies and support services. Furthermore, the module design has sought to embed inclusive curriculum content.

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