

## MODULE SPECIFICATION

**1. KentVision Code and title of the module**

Computer Animation – Core (PRSN4001)

**2. Division and School/Department or partner institution which will be responsible for management of the module**

Pearson College London / Escape Studios.

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

4

**4. The number of credits and the ECTS value which the module represents**

15 credits (7.5 ECTS)

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

Summer

**6. Prerequisite and co-requisite modules and/or any module restrictions**

None

**7. The programmes of study to which the module contributes**

MArt/BA Art of Visual Effects

MArt/BA Art of Video Games

MArt/BA Art of Computer Animation (2D)

MArt/BA Art of Computer Animation (3D)

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

Demonstrate Intellectual Skills (I) 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 (S) 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

### 9. The intended generic learning outcomes.

**On successfully completing the module students will be able to:**

Demonstrate Transferable Skills (T) in...

1. Building and delivering a project to meet specific objectives within given time and resource constraints
2. Communicating and presenting to a variety of audiences in a technical and creative context

### 10. A 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

### 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 time: 75 hours
- Private study: 75 hours
- Total 150 hours

### 13. Assessment methods

#### 13.1 Main assessment methods

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

## MODULE SPECIFICATION

Summative assessment will be based on a Portfolio and Retrospective.

### Basic locomotion exercise (Formative 0%)

Approximately 1 – 2 weeks of development work

### Assignment 1: Animation Product (75%)

Approximately 3 - 4 weeks of development work

### Assignment 2: Retrospective (25%)

Approximately 1500 word (+/- 10%)

13.2 Reassessment Methods: Like for Like

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

Module learning outcome	8.1	8.2	8.3	8.4	8.5	8.6	8.7	9.1	9.2
Learning/ teaching method									
Skills Sessions	X	X	X	X	X	X	X	X	X
Tutorials	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	X	X
Retrospective								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 module will be delivered

Pearson College London / Escape Studios.

## 17. Internationalisation

Computer animation 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

## MODULE SPECIFICATION

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

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### 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 delivery of (revised) version	Section revised (if applicable)	Impacts PLOs (Q6&7 cover sheet)