

1. KentVision Code and title of the module

Computer Animation – Advanced (3D) (PRSN5002)

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)

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 co-requisite modules and/or any module restrictions

None

7. The programmes of study to which the module contributes

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, processes and techniques involved in the creation of animal and creature animation
2. The history of and current trends in the visual effects 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 in a visual effects environment

Demonstrate Intellectual Skills (I) in...

4. Critically evaluating and selecting artistic and technical solutions for animation in a visual effects environment
5. Analysing the impacts of design, art and new technology on the development of visual effects animation techniques

Demonstrate Subject Specific Skills (S) in...

6. Using industry standard animation tools and techniques to a professional standard in the context of a visual effects 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) 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 in 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 on the visual effects industry continues to expand, the demand for ever more engaging and realistic animal and creature effects grows. From the first believable computer-generated animals in Jurassic Park, to amazing photorealistic monsters in modern movies, the animation of these digital characters is utterly crucial for convincing visual storytelling.

This module introduces students to the theory and practice of the creation of animal and creature animation for the visual effects industry. The aims are:

- To develop students' understanding of and expertise in animation techniques for use in a visual effects environment.
- To introduce students to the art of animation for visual effects, especially animal and creature animation.
- To give students an understanding of visual effects industry pipelines such as the use of green screen and the ability to work with live action plates.

Keywords: Creature Animation, Animals and Creatures, Visual Effects Animation, VFX animation, Animation, 3D animation, Digital arts, Games, Film, TV

Indicative topics include:

- The theory and practice of creature animation.
- Visual effects design for animators, including composition, production and character design and colour theory
- 3D lighting and texturing for visual effects animation
- Animal and creature acting, performance, dialogue and lipsync
- Research and creative development for visual effects animation
- Video editing and sound editing for visual effects animation
- Animal and Creature Body language, gesture and expressions
- The observation and use of live action analysis and its application to visual effects animation techniques
- Animation and Creature Locomotion and Mechanics

11. Reading list

Mattesi, M., 2021. *FORCE: Animal Drawing: Animal locomotion and design concepts for animators*. CRC PRESS
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

MODULE SPECIFICATION

Contact time: 90 hours
Private study: 210 hours
Total 300 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.

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: 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	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.

MODULE SPECIFICATION

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

19. University Division responsible for the course

Division of Computing, Engineering and Mathematical Sciences

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)