

PART A: GENERAL INFORMATION

1. Module Title		Computer Animation – Pro (2D) EXAN5003
2. School		Escape Studios
3. Level		5
4. Total Credits/ ECTS Value		30 (15 ECTS)
5. Total Synchronous Contact Hours		90
6. Programme(s) to which the Module Contributes		BA/MArt The Art of Animation (2D)
7. Related Modules	Pre-requisites	None
	Co-requisites	None
	Post-requisites	None
	Excluded Combinations	None
8. External Accrediting Body (If applicable)		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, 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 performance

Demonstrate Intellectual Skills 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 animation

Demonstrate Subject Specific Skills 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

Demonstrate Transferable Skills in...

9. Working to meet individual and group objectives
10. Designing, planning and delivering a project that can adapt to meet a strict set of industry objectives within time and within a technical budget
11. Communicating and presenting to a variety of audiences in a technical and creative context

PART C: RATIONALE AND DELIVERY

12. 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

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 Learning Hours
30 credits	Skills sessions (54 hours) Studio time (36 hours)	Preparation for classes, guided research, assignment preparation and development (210 hours)	300 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: Individual Animation Project (75%)**

Approximately 6 weeks of development work.

Assignment 2: Presentation (25%)

Approximately 15 minutes

Re-sits

Students who fail this Module will be permitted to submit 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	10	11
Learning/ teaching											
Skills Sessions	X	X	X	X	X	X	X	X	X	X	X
Studio Time	X	X	X	X	X	X	X	X	X	X	X
Assessment method											
Individual Animation Project	X	X	X	X	X	X	X	X			
Presentation									X	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

MODULE SPECIFICATION

- 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.

Date of initial approval	July 2023
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