Module Title **Design and Development Techniques for Animation** **Keywords** Developing 2D Animation, Scriptwriting, Animation Techniques, Sound	Reference CM2026
	SCQF Level SCQF 8
	SCQF Points 30
	ECTS Points 15
	Created November 2012
	Approved January 2013
	Amended
	Version No. 1

This Version is No Longer Current

Prerequisites for Module

CM1018 Digital Graphics Techniques; CM2012 2D Interactive Scripting, or similar.

Corequisite Modules

None.

Precluded Modules

None.

Aims of Module

To provide the student with the fundamental principles of scriptwriting, storyboarding and animation. To develop 2D animation.

Learning Outcomes for

Animation techniques: Disney?s 12 principles of animation, Walk cycles, Timing

Sound Techniques for Animation

Indicative Student Workload

Contact Hours	Full Time
Assessment	20
Laboratories	72
Lectures/Tutorials	24

Directed Study	
Coursework preparation	48
Information gathering	54

Private Study	
Private Study	82

Learning Outcomes for Module

On completion of this module, students are expected to be able to:

1. Evaluate basic animation theories, processes and outcomes
2. Research and develop an animation concept
3. Develop a script and storyboards for an animation concept
4. Demonstrate a range of fundamental animation techniques.
5. Apply appropriate animation techniques in the development of an animated product

Indicative Module Content

Preparation: Research methods, script writing, storyboarding, workflow

Perspective: Horizon, Vanishing Points

Composition, Camera, Lighting effects

Animation style, Concept and environment design

Character Movement, character

Mode of Delivery

Key concepts are introduced and illustrated through lectures. In the laboratories the students will progress through a sequence of exercises to develop sufficient knowledge of 2D animation techniques to enable them to complete the practical design and implementation.

Assessment Plan

	Learning Outcomes Assessed
Component 1	1,2,3,4,5

Component 1 - Coursework

Indicative Bibliography

1. SCOTT, J., 2015. How to Write for Animation. Overlook Hardcover.
2. HART, J., 2013. The Art of the Storyboard: Storyboarding for Film, TV, and Animation. Focal Press.
3. WELLS, P., 2006. The Fundamentals of Animation. AVA Publishing.
4. GHERTNER, E., 2012. Layout and Composition for Animation. Focal Press.

Character Movement, character
development

5. WHITE, T., 2012. Animation from Pencils to Pixels: Classical Techniques for the Digital Animator. Focal Press.