

## MODULE DESCRIPTOR

### Module Title

2D Animation Fundamentals

|           |              |             |        |
|-----------|--------------|-------------|--------|
| Reference | CM2125       | Version     | 1      |
| Created   | October 2023 | SCQF Level  | SCQF 8 |
| Approved  | May 2019     | SCQF Points | 15     |
| Amended   | July 2022    | ECTS Points | 7.5    |

### Aims of Module

The aim of this module is to provide students with a substantial introduction to the fundamental principles and techniques of creating dynamic and engaging 2D animations. This module aims to equip students with a solid foundation in 2D animation, enabling them to produce captivating visual narratives across various media platforms.

### Learning Outcomes for Module

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

- 1 Combine appropriate animation theories, processes and outcomes in the development of an animated product.
- 2 Use digital animation tools effectively, gaining proficiency in creating engaging 2D animations.
- 3 Practice a range of appropriate fundamental animation techniques.
- 4 Report on efforts embarked upon, utilising reflective presentation skills and critical appraisal techniques.

### Indicative Module Content

Preparation: Research methods, planning, storyboarding and general workflow. Perspective: Horizon, vanishing points, guidelines, grid. Composition: Camera, scene staging, lighting and depth. Concept & design: Environment, character, movement, character and environment development. Animation techniques: Disney's 12 principles of animation, walk cycles, timing, animation style, effects and sound development for animation.

### Module 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.

**Indicative Student Workload**

|  | Full Time | Part Time |
|--|-----------|-----------|
| Contact Hours  | 30        | N/A       |
| Non-Contact Hours  | 120       | N/A       |
| Placement/Work-Based Learning Experience [Notional] Hours                    | N/A       | N/A       |
| TOTAL  | 150       | N/A       |
| <i>Actual Placement hours for professional, statutory or regulatory body</i> |           |           |

**ASSESSMENT PLAN**

If a major/minor model is used and box is ticked, % weightings below are indicative only.

**Component 1**

Type: Coursework Weighting: 100% Outcomes Assessed: 1, 2, 3, 4

Description: This is a practical coursework which delves into animation fundamentals in the production of an animation principles showreel.

**MODULE PERFORMANCE DESCRIPTOR****Explanatory Text**

The calculation of the overall grade for this module is based on 100% weighing of C1. An overall minimum grade D is required to pass the module.

| Module Grade | Minimum Requirements to achieve Module Grade:                                  |
|--------------|--|
| <b>A</b>     | The student needs to achieve an A in C1  |
| <b>B</b>     | The student needs to achieve a B in C1   |
| <b>C</b>     | The student needs to achieve a C in C1   |
| <b>D</b>     | The student needs to achieve a D in C1   |
| <b>E</b>     | The student needs to achieve an E in C1  |
| <b>F</b>     | The student needs to achieve an F in C1  |
| <b>NS</b>    | Non-submission of work by published deadline or non-attendance for examination |

**Module Requirements**

|                          |       |
|--------------------------|-------|
| Prerequisites for Module | None. |
| Corequisites for module  | None. |
| Precluded Modules        | None. |

**INDICATIVE BIBLIOGRAPHY**

- 1 WILLIAMS, R., 2009. The Animator's Survival Kit. Expanded Edition.
- 2 Blair, P., 2019. Animation 1. Walter Foster Publishing; Revised edition (9 May 2019).
- 3 Parr, P., 2018. Sketching For Animation. Bloomsbury Academic; Reprint edition (1 July 2018).
- 4 Bacher, H. and Suryavanshi, S., 2018. Vision. 1st ed. Laurence King Publishing; 1st edition (14 May 2018).