

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:
A	The student needs to achieve an A in C1
B	The student needs to achieve a B in C1
C	The student needs to achieve a C in C1
D	The student needs to achieve a D in C1
E	The student needs to achieve an E in C1
F	The student needs to achieve an F in C1
NS	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).