

MODULE DESCRIPTOR

Module Title

2D Animation Production

Reference	CM2126	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 the student with the fundamental principles of concept development, scriptwriting, storyboarding and general animation production in relation to an animated short.

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 Distinguish key concepts in scriptwriting and storyboarding, and how this supports a larger scale production.
- 4 Practice a range of appropriate fundamental animation techniques utilised for storytelling, and applied to a substantial animated product such as a short film.
- 5 Report on efforts embarked upon, utilising reflective presentation skills and critical appraisal techniques.

Indicative Module Content

Preparation: Pitching/presentation, research methods, scriptwriting, storyboarding, animatics, concept resolution and general workflow. Perspective: Horizon, vanishing points, guidelines, grid. Composition: Camera, scene staging, lighting and depth, parallax and 2.5D/hybrid concepts. Concept & design: Environment, character, movement, character and environment development, storytelling/narrative. 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, 5
Description:	This is a practical coursework which delves into animation production in the development of an animated short.				

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	CM2125 2D Animation Fundamentals or equivalent.
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).
- 5 Rousseau, D. and Phillips, B., 2013. Story-Boarding Essentials. Watson-Guption; Illustrated edition (18 July 2013).
- 6 Movshovitz, D., 2018. Pixar Storytelling. Independently published (26 July 2018).