

## MODULE DESCRIPTOR

### Module Title

2D Animation

Reference	CM2114	Version	3
Created	June 2022	SCQF Level	SCQF 8
Approved	May 2019	SCQF Points	30
Amended	July 2022	ECTS Points	15

### Aims of Module

To provide the student with the fundamental principles of concept development, scriptwriting, storyboarding and animation. To develop 2D animation based on core fundamentals.

### Learning Outcomes for Module

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

- 1 Select appropriate animation theories, processes and outcomes in the development of an animated product.
- 2 Research and develop an animation concept.
- 3 Identify key concepts in scriptwriting and storyboarding and implement them in the animation process.
- 4 Select and implement a range of appropriate fundamental animation techniques.
- 5 Critically evaluate and report on the development of an animated product.

### Indicative Module Content

Preparation: Research methods, scriptwriting, storyboarding, concept resolution 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	60	N/A
Non-Contact Hours	240	N/A
Placement/Work-Based Learning Experience [Notional] Hours	N/A	N/A
TOTAL	300	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 fundamentals in the production of an animation project.

**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	CM1105 Digital Graphics Techniques, CM2106 Interactive 2D Scripting, 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).