SOMA2408
Time, Mass and Motion in Analogue and Digital Animation
Term T1, 2019

Course Information

Units of Credit: 6

Course Overview

Course Description

What is the relationship between time and mass and the creation of animated movement? How do time and mass relate to one another to create a visual language instantly understood merely by the shaping of time through animation?

In this course you will investigate the concepts of 'time envelopes' which are a unit of movement that has been shaped to express the intention and consciousness of a character or natural phenomena. You will also investigate how real world forces of weight and energy can be translated into animated sequences. This will be achieved through stop-frame workshops and projects that focus and single out movement and it's translation into animation. You will further explore how time can be reshaped into the consciousness of a character so that, for instance, a simple pause becomes the character considering something, an alternating pattern of time and movement becomes hesitation. These concepts will be applied to a set of 2D digital animation formats.

The course is the study of how the basic elements of movement, mass, momentum, inertia and decay of energy can express a sense of presence in a character or a process in nature. The course will also conduct further experiments into, for instance, how sound can focus attention on unseen movement, the nature of screen time, and different ideation skills. There will be an emphasis on developing a timing style and focus on what is possible (and not so possible) in any shot, scene or whole narrative arc.

Course Learning Outcomes

On completion of this course, the student should be able to:

1. Create animated sequences that reproduces aspects of real-world physics such as weight, momentum and inertia
2. Experiment with a range of speeds and time scales in animated sequences that interpret elements of real-world physics
3. Produce animated sequences that experiment with different character motivations, states of consciousness, abstract forces or natural systems
4. Synthesise a range of different materials and animation processes to produce animated sequences that conceptualise narrative frameworks.

Teaching and Learning in this Course

This courses uses a variety of teaching approaches:

Blended/online

- Review - assessment tool
- The Box - media repository

- Moodle - learning management system

Lectures

Practical and conceptual demonstration on particular aspects of course as well as animation principals, practice in traditional and experimental practice. All lectures are available on Moodle and the classwork folder.

Studio

Step by step instructions in particular methods, recorded and archived along with pre-recorded examples. Workshops are in-class group and individual non-assessable projects designed to enhance particular aspects of the course and to add alternative production methods or ways of combining methods. There will be materials that you need to purchase but will not exceed approx $20.

Assessment

	TITLE	WEIGHTING	ASSESSMENT TYPE
Assessment Task 1	Time Weights For Nobody	15%	Project
Assessment Task 2	Accident	35%	Project
Assessment Task 3	Self Devised Animation Project	50%	Project

References for this Course

The Illusion of Life Article
Author(s) Ollie Johnston and Frank Thomas Publisher Disney Editions Year Published 1995
Location of Article (e.g. website URL or journal volume and issue) Art & Design library

Dynamic Life Drawing for Animators Article
Author(s) Mike Mattesi Publisher Prashant Year Published 2009 Free download as PDF, TXT or read online for free from Scribd

Hoving.com web site
Author(s) Michiel Hoving Publisher Self-published web site www.hoving.com

Animations Of Mortality Article
Author(s) Terry Gillaham Publisher Eyre and Methuen Year Published 1978.
http://www.cartoonbrew.com/how-to/terry-gilliam-teaches-cut-out-animation-47142.html

The Animators Survival Kit DVD set
Author(s) Richard Williams Publisher Richard Williams Year Published 2008 Art & Design library

Animation: an interdisciplinary journal:
edited by Suzanne Buchan and available online. http://anm.sagepub.com/

Animation is an international, peer-reviewed journal brings together research in film and media studies, architecture, art and design, visual culture and creative practice. The journal seeks to create an academic dialogue mapping the interdisciplinary nature of animation studies. Articles address all known techniques, revealing animation's implications for other forms of time-based media. Animation is listed in the Arts & Humanities Citation Index.

Animation Practice, Process & Production:
Animation Practice, Process & Production is a journal presenting, analysing and advancing how animation is created and shown. From

Pixar to Parn, Aardman to X-Men, Motion Capture to Mobile Phone, GUI to Gallery, all forms of animation will be revealed and assessed. Illustrated contributions are invited from practitioners and scholars of animation. Innovative models of critical presentation and analysis are especially encouraged. All topics engaged with the practice, process and production of animation, from a range of perspectives, will be considered.

Animation Practice, Process & Production: journal edited by Paul Wells available online through SIRIUS, UNSW library.

Animation Studies:
Animation Studies is the Society for Animation Studies' peer-reviewed online journal. It publishes the society's conference proceedings and is open to submissions from SAS members. Submissions are accepted on a continuous basis.

Animation Studies is available online through SIRIUS, UNSW library
(Also available direct from their free access website) http://journal.animationstudies.org/)

ACM SIGGRAPH

Symposium on Computer Animation: SIGGRAPH (Conference) Computer graphics proceedings, annual conference series.

http://www.siggraph.org/publications

NOTE: Sydney also hosts a local SIGGRAPH chapter. The chapter holds regular meetings in Sydney (first Wednesday of each month). You will be notified of these events via your uni mail or check out their website.
http://sydney.siggraph.org.au