



SOMA2410

The 3D Animated Body

Term T1, 2019

Course Information

Units of Credit: 6

Course Overview

Course Description

The 3D Animated Body will expose you to the sculptural space of 3D CGI computer animation in order to explore virtual movement, constructed timing and animated object agency. You will analyse how 3D movement differs from 2D movement, explore the possibilities and challenges of working in 3D space and investigate relationships between the neurological processes involved in 'visual motion perception' and the animated gesture.

Assessment in this course includes research and analysis on how 3D movement is perceived, interpreted and applied to the animated body in order to perform virtual movement that can communicate complex human emotions. You will explore movement in the animated body through evaluation, presentation and exercises using provided character(s) and other prepared objects.

The 3D Animated Body relates to companion courses in the Animation & VFX 'stream' within the Bachelor of Media Arts by providing an understanding of animating gesture and agency in 3D space. This course will prepare students to undertake level 3000 courses that require grounding in 3D CGI research and practice in animation.

Course Learning Outcomes

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

1. Plan and apply gesture sequences that demonstrate an action performance using a recorded verbal performance as a guide
2. Create a fully animated body-based action that effectively demonstrates emotion, agency and life using a recorded verbal performance as a guide.
3. Apply a reflective learning process to regularly document practice-based development

Teaching and Learning in this Course

This course uses a variety of teaching approaches:

Blended/online

- Review - assessment tool
- Turnitin - originality checking
- Moodle - learning management system

Lectures

Weekly lectures will contextualise discipline related topics and concepts, their aim is to inspire through illustration and expansive references. Lectures will support concepts explored throughout the student learning experience.

Tutorials

Weekly tutorials will explore group teamwork, discussion, hands-on exploration and experimentation with processes.

Assessment

	TITLE	WEIGHTING	ASSESSMENT TYPE
Assessment Task 1	Identifying the gesture	30%	Project
Assessment Task 2	The Body in Motion	40%	Project
Assessment Task 3	Online reflective process journal	30%	Process Journal

References for this Course

Free Maya!

You can download a free student version of Maya from here: <http://www.autodesk.com/education/home>

References and other resources for this course

Animation: The Mechanics of Motion

By Chris Webster

Publisher: Focal Press

Year Published: 2005

Available at College of Fine Arts COFA (CFA 778.5347/29)

Action Analysis for Animators

By Chris Webster

Publisher: Focal Press

Year Published: 2012

Available as an ebook from the UNSW library

Acting and Performance for Animation

By Derek Hayes and Chris Webster

Publisher: Focal Press

Year Published: 2013

Available as an ebook from the UNSW library

People Watching: Social, Perceptual, and Neurophysiological Studies of Body Perception

Edited by Kerri Johnson and Maggie Shiffrar

Publisher: Oxford University Press

Year Published: 2012

Available at College of Fine Arts COFA (CFA 153.75/14)

Understanding Animation

By Paul Wells

Publisher: Routledge

Year Published: 1998

Available at Level 9, Main Library (S 791.433/34)

The Animator's Survival Kit

By Richard Williams

Publisher: Faber & Faber

Year Published: 2002

Available at College of Fine Arts COFA (CFA 778.5347/22 A)

The Illusion of Life

By Ollie Johnston and Frank Thomas

Publisher: Disney Editions

Year Published: 1995

Available at College of Fine Arts, High Use Collection (CFA 741.58/6)

Animation Theory and CGI technical papers (e-journals available through the library and online)

Animation: an interdisciplinary journal:

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: an interdisciplinary journal is edited by Suzanne Buchan and available online.

<http://anm.sagepub.com/>

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>