DART1210
Animation 1

Term T3, 2019

Course Information

Units of Credit: 6

Course Overview

Course Description

This course introduces you to the creative and adaptive fundamentals of animation. Throughout this course, you will explore and acquire foundational creative skills in a range of animation processes including stop-frame, analogue and digital 2D keyframe animation. You will also investigate the basic elements of animated movement that incorporate real-world physics - mass, momentum, inertia, and decay of energy - and then apply these techniques in character-based or nature-based animations. The course encourages you to develop your creative skills through exploration and experimentation with animated processes in a supportive studio environment.

Course Learning Outcomes

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

1. Identify and apply basic skills and processes in stop-frame and 2D keyframe animation to create an animated sequence
2. Explore narrative concepts and frameworks through 2D animation forms and processes
3. Experiment with elements of real-world physics to represent character motivations, states of consciousness, emotion, and natural systems in animated sequences
4. Describe the relationships between time, mass, and momentum as they apply to compelling animated sequences

Teaching and Learning in this Course

This courses uses a variety of teaching approaches:

Blended/online

- Review - assessment tool
- Turnitin - originality checking
- The Box - media repository
- Moodle - learning management system

Assessment

	TITLE	WEIGHTING	ASSESSMENT TYPE
Assessment Task 1	Time Weights For No One (Stop-frame)	20%	Media Arts Studio Work
Assessment Task 2	The Accident (Keyframe Animation)	30%	Media Arts Studio Work
Assessment Task 3	Self Devised 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
Location of Article
(e.g. website URL or journal volume and issue) Free download as PDF, TXT or read online for free from Scribd

Hoving.com web msite
Author(s) Michiel Hoving
Publisher Self-published web site
Year Published
Location of Article
(e.g. website URL or journal volume and issue) www.hoving.com

Animations Of Mortality Article
Author(s) Terry Gillaham
Publisher Eyre and Methuen
Year Published 1978
Location of Article
(e.g. website URL or journal volume and issue) 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
Location of Article
(e.g. website URL or journal volume and issue) 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