



SOMA2409 Animated Worlds

Term T3, 2019

Course Information

Units of Credit: 6

Course Overview

Course Description

Animated Worlds offers a practical introduction to the fundamental aspects of creating a sense of 'worlds' through the creation and manipulation of moving environments. Environments not only act as backgrounds to works, they also create the sense of place that is fundamental to the experience of animated realities.

You will learn to create immersive animated environments that will create a memorable experience for the viewer. You will create in-camera-pans (as per the shifting world of Caroline Leaf and William Kentridge), manipulate multi-plane cameras (as per the mechanical world of Anthony Lucas, Oscar Fischinger and Japanese post-apocalyptic anime) and create abstracted spaces (the projected work of Daniel Crooks and Max Hattler) by experimenting with stop-motion and digital technologies.

You will be able to apply knowledge acquired from this course across a range of BMA and BFA courses where cinematic space is produced and/or researched through artistic practice. This is a complementary course to SOMA2411 CGI Lens, SOMA2410 The 3D animated Body, SOMA2408 Time and Mass and motion.

Course Learning Outcomes

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

1. Write a paper that investigates the global context of research practices in contemporary animation.
2. Visualise movement and space from different points of view in an animated sequence.
3. Work collaboratively to produce animated sequences that visualises imagined and immersive spaces in fictionalised environments.

Teaching and Learning in this Course

This courses uses a variety of teaching approaches:

Blended/online

- Review - assessment tool
- Moodle - learning management system

Assessment

	TITLE	WEIGHTING	ASSESSMENT TYPE
Assessment Task 1	Animated Worlds Essay	25%	Extended Writing Task
Assessment Task 2	Shifting spaces: Short animation and presentation	45%	Project
Assessment Task 3	Environment and affect – short animation and presentation	30%	Project

References for this Course

Wells, P. (2013). *Understanding Animation*. Hoboken: Taylor and Francis.

Buchan, S. (2006). *Animated 'worlds'*. Eastleigh, England: John Libbey.

LaMarre, T. (2009). *The anime machine : A media theory of animation*. Minneapolis: University of Minnesota Press.

More resources on Moodle and ,ade available in teh lectures.