



DART2210 Animation 2

Term T1, 2020

Course Information

Units of Credit: 6

Course Overview

Course Description

This course allows you to develop your practical, technical, and conceptual skills in Animation. The course focuses on how the creative tensions between analogue and digital processes can help you to develop new animation methods. You will investigate various ways that animated elements can be used to reconfigure time, movement, materials, and data. This course seeks to extend your conceptions of animation practice by utilising analogue, digital 2D and 3D systems in combination. As a result, this course supports you to interrogate ideas and extend the visual language of animated screen-based works in relation to your media arts practice.

Course Learning Outcomes

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

1. Analyse and explain animation concepts through examples of contemporary practice.
2. Integrate and apply a range of intermediate animation techniques and processes.
3. Manipulate perceptions of time, movement, materials, and data through an animated sequence.
4. Construct animated scenes that visualise imagined and immersive space in fictionalised environments using relevant technologies.

Teaching and Learning in this Course

This course uses a variety of teaching approaches:

Blended/online

- Review - assessment tool
- The Box - media repository
- Moodle - Learning Management System

Assessment

	TITLE	WEIGHTING	ASSESSMENT TYPE
Assessment Task 1	Animated Worlds Essay	30%	Extended Writing Task
Assessment Task 2	Shifting spaces: Short animation and presentation	40%	Project
Assessment Task 3	Environment and affect	30%	Project

Resources

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 made available in the lectures.