



# SOMA3409 Deconstructed Animation Systems

Term T3, 2020

## Course Information

Units of Credit: 6

## Course Overview

### Course Description

#### Fully Online Delivery Term 3 2020

Some adjustments have been made to this course to allow for fully online delivery during the COVID-19 situation. Please refer to the Resources section at the back of this document for more information about materials and resources required to complete this course online.

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In Deconstructed Animation Systems you will investigate how animation systems have developed and what they say about how we see time, movement, and states of change. You will investigate the many different ways animation elements can be unpacked and reassembled to provide new creative opportunities for reconfiguring time, movement, materials and data. This involves examining and working with both stop-frame animation and key-frame compositing software to create hybrid working methods between the two. You will be encouraged to utilise a number of different animation systems, computer-generated objects, video, film footage and still images as sources that can be reprocessed and creatively combined into a variety of inventive animation methods.

In this course you will look at the creative tension between analogue and digital processes to create a space in which you can experiment and develop new projects. We will take the concept of the in-between both metaphorically and literally to make transitions between methods, materials and content.

### Course Learning Outcomes

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

1. Produce animation using a range of different animation systems, materials and methods.
2. Translate animation systems, materials and methods between analogue and digital domains.
3. Independently research and produce animations that use new combinations of systems, materials and methods.

### Teaching and Learning in this Course

This courses uses a variety of teaching approaches:

#### Blended/online

- Moodle - Learning Management System

## Assessment

	TITLE	WEIGHTING	ASSESSMENT TYPE
Assessment Task 1	Prelude To The Big Bang	15%	Art Studio Work

	TITLE	WEIGHTING	ASSESSMENT TYPE
Assessment Task 2	Test Reel	35%	Art Studio Work
Assessment Task 3	Final Project	50%	Art Studio Work

## Resources

### 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 Gilliam 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>