Liverpool John Moores University

Title: 2D AND 3D ANIMATION
Status: Definitive
Code: **4027IMEDIA**   (119020)
Version Start Date: 01-08-2012

Owning School/Faculty: Liverpool Screen School
Teaching School/Faculty: Liverpool Screen School

Team	Leader
Ian Bradley	Y
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Academic Level:	FHEQ4	**Credit Value:**	24.00	**Total Delivered Hours:**	72.00
Total Learning Hours:	240	**Private Study:**	168		

Delivery Options
Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	5.000
Tutorial	7.000
Workshop	60.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Practice	PRACTICAL		75.0	
Reflection	REFLECTION		25.0	

Aims

1. To provide students with the opportunity to develop basic (introductory) technical skills within 2D and 3D environments.
2. To encourage the exploration of the 2D and 3D environments through the creation and manipulation of elements within this space.
3. To begin to develop an animator's mind-set. (Spatial awareness, timelessness,

2D/3D virtual space)

Learning Outcomes

After completing the module the student should be able to:

1   Demonstrate technical and creative competence in employing the relevant hardware and software tools required to create 2D and 3D animated sequences.
2   State contemporary approaches to technique and distribution of animation artefacts.
3   Critically evaluate your project in reference to past and contemporary theory and practice of animation

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

PRACTICAL   1   2   3

REFLECTION   3

Outline Syllabus

Explore a variety of animation styles and techniques including: Flash animation, 3D practical techniques, Character Design, Modelling, Texturing, Basic Lighting Techniques, Simple Camera Techniques and Rendering Options

Learning Activities

Module delivered through combination of lectures, workshops and tutorials, underpinned by short exercises. Students will undertake group critiques and independent research.

References

Course Material	Book
Author	Furniss, M
Publishing Year	1996
Title	Art in Motion
Subtitle	Animation Aesthetics
Edition	
Publisher	Montrouge, France: John Libbey
ISBN	

Course Material	Book
Author	Furniss, M.

Publishing Year	2008
Title	The Animation Bible
Subtitle	A Guide to Everything from Flipbooks to Flash
Edition	
Publisher	London, UK: Lawrence King
ISBN	

Course Material	Book
Author	Georgenes, C.
Publishing Year	2009
Title	How to Cheat in Adobe Flash CS4
Subtitle	
Edition	
Publisher	London, UK: Focal Press
ISBN	

Course Material	Book
Author	Hooks, E
Publishing Year	2003
Title	Acting for Animators
Subtitle	
Edition	
Publisher	Oxford, UK: Heinemann
ISBN	

Course Material	Book
Author	McCloud, S.
Publishing Year	1993
Title	Understanding Comics - The Invisible Art
Subtitle	
Edition	
Publisher	New York, USA: Harper Collins
ISBN	

Course Material	Book
Author	Muybridge, E.
Publishing Year	1984
Title	The Male and Female Figure in Motion
Subtitle	
Edition	
Publisher	New York, USA: Dover Publishing
ISBN	

Course Material	Book
Author	Muybridge, E.
Publishing Year	1986
Title	Horses and Animals in Motion

Subtitle	
Edition	
Publisher	New York, USA: Dover Publishing
ISBN	

Course Material	Book
Author	Pilling, J. (Editor)
Publishing Year	1997
Title	A Reader in Animation Studies
Subtitle	
Edition	
Publisher	Montrouge, France: John Libbey
ISBN	

Course Material	Book
Author	Stead, P.
Publishing Year	2002
Title	Animation Real-time Game Characters
Subtitle	
Edition	
Publisher	Boston, USA: Charles River Media
ISBN	

Course Material	Book
Author	Johnson, Thomas, F.
Publishing Year	1997
Title	The Illusion of Life
Subtitle	Disney Animation
Edition	
Publisher	New York, USA: Hyperion
ISBN	

Course Material	Book
Author	Wees, W.C.
Publishing Year	1992
Title	Light Moving in Time
Subtitle	Studies in the Aesthetics of Avant-Garde Film
Edition	
Publisher	California, USA: University
ISBN	

Course Material	Book
Author	Wells, P.
Publishing Year	2009
Title	Understanding Animation
Subtitle	
Edition	

Publisher	London, UK: Routledge
ISBN	

Course Material	Book
Author	Williams, R.
Publishing Year	2001
Title	The Animators Survival Kit
Subtitle	
Edition	
Publisher	London, UK; Faber and Faber
ISBN	

Notes

This is a level 1 module, and as such it is expected that students will be starting the module with a range of computer and animation experience spanning from none at all to some knowledge of animation software. Some students will have better developed spatial understanding and awareness skills and it should be noted that the aim is to be inclusive of all students regardless of their level. Struggling students can easily be put off by complex software packages. This module aims to provide a non-threatening grounding in 2D and 3D, allowing students time to get used to new concepts and ways of thinking, which they will then develop further in level 2.

The module is designed to be a basic introduction to the concepts and mind-set of 2D animation and virtual 3D worlds. Using a combination of tutorials and project work, students can be encouraged to move at their own pace and level.