

COURSE CONTENT

| | |
|-----------------------|-------------------------|
| Course Code | DT3013 |
| Course Title | Animation Seminar |
| Pre-requisites | DT2001 3D Production |
| No of AUs | 3 |
| Contact Hours | 39 hours studio contact |

Course Aims

This course gives you the opportunity to put into practice all you have learned so far in previous animation courses. You will be guided through the creation and production process, working individually or in small teams of two or three, to complete an animated short movie. You will experience the complete animation production process, which will inform planning and decisions for future animation projects.

Intended Learning Outcomes (ILO)

By the end of the course, you should be able to:

1. Describe visual and conceptual research methods employed to create a story suitable for an animated short movie.
2. Develop characters and environments that are stylistically appropriate and contribute to an animated story world.
3. Apply the appropriate techniques and processes in the production of an animated short movie.
4. Plan, time-manage, and work to an animation production pipeline, meeting all deadlines, either individually or as part of a team.
5. Constructively discuss and critique animated storytelling concepts, formats, techniques and media employed by peers.

Course Content

In this course you will apply the techniques and processes of previous courses to create and develop a short, original animated production. In doing so, you will experience the full animation production process, which will help to inform decision making for future, more substantial animation productions. You will be expected to demonstrate committed independent practice, as your production process will be unique to your own project. Originality and lateral thinking are encouraged, whether this be using traditional animation processes, or applied to new forms of producing animation. While story-telling is always an inherent component of animation, alternative visual sequential thinking is also encouraged.

Creation

You will create a short, original animation. While this may be influenced or inspired by an existing style, you will create original character/s and storyline. This can be in any format you wish; stop-motion, 2D, 3D, mo-cap, game-engine, or using a method you wish to experiment with. You may use a visual style you are familiar with, or take this opportunity to explore a new style. You will present and discuss your ideas, and respond to feedback.

Process

While all forms of process and production are welcome, in most cases you will follow the general timeline of idea, mood boards, script, story beats, concept art, story-board, animatic, final. At all stages you must be able to visually present your work, discuss options, and respond to critique and feedback. You will work independently, either on your own or as a team. You will be required to meet stated deadlines at specific production stages, where you will visually present work and be able to discuss it fluently.

Class assignments

In week 7 you will give a presentation that shows your concept, storyboard, concept art, and an animatic. This presentation represents the confirmation of your project idea, and the stepping-off point into production. The completed items at this stage may vary depending on your chosen format. The presentation is part of the 40% Continuous Assessment.

At the end of the course you will present your final animation project in video format, following specifications stated in class. The final project is a 40% assessment.

Classes throughout this course will include min-lectures, demonstrations, and activities that may be included in assessment.