

## COURSE CONTENT

<b>Course Code</b>	DT2007
<b>Course Title</b>	History and Culture of Animation, VFX and Game
<b>Pre-requisites</b>	NIL
<b>No of AUs</b>	3
<b>Contact Hours</b>	39 hours studio contact

### **Course Aims**

In this introductory-level course you will receive a chronological and thematic overview of the history and development of animation, VFX and game through the 20<sup>th</sup> century. Emphasis will be given to significant milestones, with comparative analysis of international and regional, studio and independent, commercial and artistic examples. This course provides a valuable contextual background for other studies in animation, VFX and game, narrative studies, film studies and media theory.

### **Intended Learning Outcomes (ILO)**

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

1. Describe significant creative works, artists and issues throughout the history of animation, VFX and game.
2. Discuss the relationships between the various contexts of animation, VFX and game, including artistic, commercial, and social.
3. Develop and defend a point of view regarding a significant artistic, commercial or societal role that animation, VFX or game has performed.
4. Present and critically discuss aspects of animation, VFX and game history in a clear and cohesive manner.
5. Constructively discuss and critique key concepts, milestones and themes employed in your own work and in the work of your peers.

### **Course Content**

In this course you will receive a chronological and thematic overview of the history and development of animation, VFX and game throughout the 20<sup>th</sup> century. Emphasis will be given to significant animation, VFX and game milestones, and how these changes reflected events or changes at the time. You will be exposed to these media areas as a contextual form of art and communication, performing many roles such as opinion, propaganda, advertising, personal expression, or socially-reinforcing fairy tales. The course will investigate animation, VFX and game as an art form, with or without a narrative, of any time-span, looped, sequenced, generated in real-time, with a specific message, or as an abstract form. The course will also study the development of regional animation, VFX and game, particularly in the South East Asia region. The culmination of this course will touch on the more contemporary aspects of animation, VFX and game today. You will learn to frame your investigations into history and cultural examination in a rigorous research framework that considers relevant approaches and correct citation formatting.

### **Class assignments**

During lectures or at tutorial times, you will discuss the topic and themes that have arisen. You will also be given tasks to discuss and complete. At mid-semester you will give a short presentation that

answers a specific animation, VFX and game history challenge. At the end of the course, you will submit a written response that addresses a specific issue in animation, VFX and game history.