



<b>Title:</b>	Applied Animation <b>APPROVED</b>
<b>Long Title:</b>	Applied Animation
<b>Module Code:</b>	MMED6020
<b>Duration:</b>	1 Semester
<b>Credits:</b>	5
<b>NFQ Level:</b>	Fundamental
<b>Field of Study:</b>	Multimedia
<b>Valid From:</b>	Semester 1 - 2017/18 ( September 2017 )
<b>Module Delivered in</b>	<a href="#">2 programme(s)</a>
<b>Module Coordinator:</b>	ROSE MC GRATH
<b>Module Author:</b>	TREVOR HOGAN
<b>Module Description:</b>	The subject aims to provide the student, specifically interested in the audio-visual aspects of multimedia design and production, with an fundamental level of knowledge with regard to processes and techniques relating to 2D character animation. The module will focus on techniques which are fundamental to to animation including Character Design and Animation.
<b>Learning Outcomes</b>	
<i>On successful completion of this module the learner will be able to:</i>	
LO1	Create a storyboard and task listing for an animation;
LO2	Outline a range of core editing and production tools for 2D animation;
LO3	Design a short 2D animation using a industry standard range of techniques;
LO4	Outline the process of integrating animation in a broad range of delivery environments to include the web and video editing/compositing environment.
LO5	Design and create a short animated sequence which incorporates character animation techniques.
<b>Pre-requisite learning</b>	
<b>Incompatible Modules</b>	
<i>These are modules which have learning outcomes that are too similar to the learning outcomes of this module. You may not earn additional credit for the same learning and therefore you may not enrol in this module if you have successfully completed any modules in the incompatible list.</i>	
No incompatible modules listed	
<b>Co-requisite Modules</b>	
No Co-requisite modules listed	
<b>Requirements</b>	
<i>This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed. You may not enrol on this module if you have not acquired the learning specified in this section.</i>	
No requirements listed	
<b>Co-requisites</b>	
No Co Requisites listed	

**Module Content & Assessment**

**Indicative Content**

**Applied Animation Overview:**

Analysing a range of animation types with specific consideration given to the context and function of the animation within the overall design of a given product. Analysis includes online and offline products or services. Differences and similarities between traditional and contemporary digital methods of producing animation. Overview of 2D/3D animation concepts relating to analogue and digital animation. Examine in detail established practices, styles, narratives and elements of visual language employed in animation for multimedia.

**Animation Methods 1:**

A range of methods applicable to the production of short 2D web-based or feature-length animation such as Storyboarding techniques, key framing, tweening, onion skinning, timing and frame rates.

**Animation Methods 2:**

A range of methods applicable to the production of short 2D web-based or feature length animation such as modelling techniques, texture mapping and materials, lighting and cameras, animation techniques.

**Rendering and Output Animation:**

Setting up a scene or project for rendering in production and draft production modes, rendering previews, post-production effects, output sizes and aspect ratios, output file types for single and multiple frames, output file types for a range of viewer/user environments.

**Character Animation**

• Reflecting on human movement • Gaining an insight into creating believable action • Practicing the mechanics of biped walks, runs, head turns, gestures • Methods of lip-syncing to sound breakdowns • Posing characters in scenes

**Concept and Realization of Animation:**

Students are required to produce short animations using 2D techniques. The animations should demonstrate evidence of the student's ability to conceptualise and develop an idea for animation using appropriate tools. The animations should be of a suitable quality and complexity such that the student can complete the work within the time allowed for the subject. The student is required to output each animation in an appropriate way for it to be incorporated within another authoring, production or delivery environment.

Assessment Breakdown	%
Course Work	100.00%

Course Work				
Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Project	Create an animated sequence that incorporates aspects of character animation	3,4,5	60.0	Sem End
Practical/Skills Evaluation	Create a series of short animated sequences that demonstrate the students ability to animate characters	1,2	40.0	Week 7

No End of Module Formal Examination

**Reassessment Requirement**

**Coursework Only**

*This module is reassessed solely on the basis of re-submitted coursework. There is no repeat written examination.*

**The institute reserves the right to alter the nature and timings of assessment**



Module Workload

<b>Workload: Full Time</b>				
<i>Workload Type</i>	<i>Workload Description</i>	<i>Hours</i>	<i>Frequency</i>	<i>Average Weekly Learner Workload</i>
Lab	Practical exercises and tutorials in digital animation	4.0	Every Week	4.00
Independent & Directed Learning (Non-contact)	Practical & Theory Independent Learning	3.0	Every Week	3.00
Total Hours				7.00
Total Weekly Learner Workload				7.00
Total Weekly Contact Hours				4.00

**This module has no Part Time workload.**

## Module Resources

### Recommended Book Resources

- **Richard Williams 1957, *The Animator's Survival Kit*, Faber & Faber; Second Edition edition (January 7, 2002) [ISBN: 0571202284]**

### Supplementary Book Resources

- **Ollie Johnson & Frank Thomas 1995, *The Illusion of Life: Disney Animation*, Rev Sub Ed., Disney Editions [ISBN: 0786860707]**
- **Harold Whitaker 2002, *Timing for Animation*, Focal Press [ISBN: 0240517148]**
- **Steve Roberts 2011, *Character Animation Fundamentals: Developing Skills for 2D and 3D Character Animation*, 1 Ed., Focal Press [ISBN: 0240522273]**

*This module does not have any article/paper resources*

### Other Resources

- **Website: *Animation Resources***  
<http://animationresources.org/>
- **Website: *2D Character Animation in After Effects***  
<https://motional.net/learn/afx/2d-character-animation-after-effects>

**Module Delivered in**

<b>Programme Code</b>	<b>Programme</b>	<b>Semester</b>	<b>Delivery</b>
CR_HMMED_8	<a href="#"><u>Bachelor of Arts (Honours) in Creative Digital Media</u></a>	3	Elective
CR_HPHNM_8	<a href="#"><u>Bachelor of Arts (Honours) in Photography with New Media</u></a>	3	Elective