Conventions of Animation

Module Code: GAV4001-B
Academic Year: 2018-19
Credit Rating: 20
School: Department of Media Design and Technology
Subject Area: Games, Animation and Visual Effects
FHEQ Level: FHEQ Level 4

Pre-requisites:
Co-requisites:

Contact Hours
<table>
<thead>
<tr>
<th>Type</th>
<th>Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lectures</td>
<td>6</td>
</tr>
<tr>
<td>Tutorials</td>
<td>3</td>
</tr>
<tr>
<td>Laboratory</td>
<td>18</td>
</tr>
<tr>
<td>Directed Study</td>
<td>173</td>
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Availability Periods
<table>
<thead>
<tr>
<th>Occurrence</th>
<th>Location/Period</th>
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<tbody>
<tr>
<td>BDA</td>
<td>University of Bradford / Semester 2 (Feb - May)</td>
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Module Aims
Cultivate an understanding of the 'animation principles' for a solid grounding in animation mechanics.
Stimulate the research, observation and evaluation skills necessary for use in an animation pipeline.
Develop and apply the technical skills necessary to implement the 'animation principles' to assessed work.
Develop positive critical evaluation skills.
Develop effective time management.
Stimulate autonomy and personal responsibility.

Outline Syllabus
Industrial context of animation, timing / spacing, squash and stretch, slow in and slow out, anticipation, follow through and overlapping action, secondary action, arcs, straight ahead action and pose to pose, exaggeration, staging, appeal, solid drawing, mini project.

Module Learning Outcomes
On successful completion of this module, students will be able to...
1 understand the key concepts of traditional and computer animation; demonstrate knowledge of animation production tools and delivery methods.
2 demonstrate a solid understanding of animation principles using a computer.
3 complete a project to a deadline using appropriate resources.

Learning, Teaching and Assessment Strategy
The module is delivered through a combination of lectures, seminars, practical's and directed reading. The learning outcomes are demonstrated by a completion of a practical project accompanied by documentation:
20% Documentation - Demonstrate a theoretical understanding of animation principles
50% Exercises - Demonstrate the application of animation principles
30% Project - Combine theory and practice in mini project
Supplementary assessment is to repair deficiency in original submission.

Mode of Assessment

<table>
<thead>
<tr>
<th>Type</th>
<th>Method</th>
<th>Description</th>
<th>Length</th>
<th>Weighting</th>
<th>Final Assess'</th>
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<tbody>
<tr>
<td>Summative</td>
<td>Coursework</td>
<td>Produce examples of animation mechanics evidenced by documentation animation exercises and a mini animation project.</td>
<td>0 hours</td>
<td>100%</td>
<td>Yes</td>
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Legacy Code (if applicable)
EM-0128D
Reading List

To view Reading List, please go to rebus:list.