



## Subject Outline (Short Course)

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**Subject Name:** Animation

**Duration:** 5 Days

**Contact Hours:** 25 9.30am-3.30pm (1 hour for lunch at 12 noon)

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**Subject Purpose:** To introduce students to animation. Students will begin to learn about techniques, styles and principles of Animation. They will also learn about the profession and the many jobs within it. They will begin to understand how a professional animation is made

<b>Topic</b>	<b>Description</b>
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<b>1 Introduction to animation</b>	
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- Styles and genre
- Techniques
- History
- Animation around the world
- The classics

<b>2 Basic animation</b>	
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- How the illusion is created
- Flip book
- Stop motion

<b>3 Introduction to technique</b>	
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- 12 Principles of animation
- Walk cycles
- Lip sync

<b>4 Making a professional animation</b>	
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- Story idea
- Script
- Story board
- Laying the sound track
- Animating
- Post production

<b>5 The industry</b>	
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- Where is animation done professionally
- The different jobs available
- Aspects (2D v's 3D)

<b>6 Animating with Flash</b>	
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**Schedule:**

	<b>Monday</b>	<b>Tuesday</b>	<b>Wednesday</b>	<b>Thursday</b>	<b>Friday</b>
<b>Morning</b>	<ul style="list-style-type: none"> <li>• Introduction</li> <li>• Flip book</li> </ul>	<ul style="list-style-type: none"> <li>• About the industry</li> <li>• The principles of animation</li> </ul>	<ul style="list-style-type: none"> <li>• Stop motion workshop</li> </ul>	<ul style="list-style-type: none"> <li>• Work on project</li> </ul>	<ul style="list-style-type: none"> <li>• Work on project</li> </ul>
<b>Afternoon</b>	<ul style="list-style-type: none"> <li>• Intro to Flash</li> <li>• Decide on project idea</li> </ul>	<ul style="list-style-type: none"> <li>• Creating a professional animation</li> <li>• Plan project</li> </ul>	<ul style="list-style-type: none"> <li>• Finalise project plan</li> <li>• Start production</li> </ul>	<ul style="list-style-type: none"> <li>• Work on project</li> </ul>	<ul style="list-style-type: none"> <li>• Post production</li> <li>• Screening</li> <li>• Feedback</li> </ul>

Successful completion of this subject provides sufficient evidence of achievement of all the following learning outcomes.

**Learning Outcomes:**

On successful completion of this unit, learners will be able to:

- Use some of the principles of animation to create 'the illusion of life'.
- Use several techniques to create animation
- Describe the process to create a professional animation
- Assess their own interest in animation as a career

**Textbooks: None**

Webster, C. 2005 *Animation: The Mechanics Of Motion* Elsevier  
 West, M. 2005 *Making An Animated Film: A Practical Guide* Crowood Press  
 Kirkpatrick, Peaty 2002 *Flash Cartoon Animation* Friends of Ed  
 Beck, J. 2004 *Animation Art : From Pencil To Pixel, The World Of Cartoon, Anime, & CGI* HarpAer Design International  
 Faber, Liz & Helen Walters 2004 *Animation Unlimited* Laurence King Publishing  
 Lord, Peter & Brian Sibley 1998 *Creating 3-D Animation: The Aardman Book Of Filmmaking* Harry Abrams  
 Patmore, C. 2003 *The Complete Animation Course: The Principles, Practice & Techniques Of Successful Animation* Barron's  
 Sibley, Brian (ed) 1997 *Wallace & Gromit Storyboard Collection: A Close Shave* BBC Worldwide Publishing Co  
 Thompson, Frank 1993 *Tim Burton's Night Before Christmas: The Film, The Art, The Vision* Hyperion