Universidad Zaragoza

Academic Year/course: 2023/24

25141 - 2 and 3D Animation

Syllabus Information

Academic year: 2023/24
Subject: 25141 - 2 and 3D Animation
Faculty / School: 301 - Facultad de Ciencias Sociales y Humanas
Degree: 278 - Degree in Fine Arts
ECTS: 6.0
Year:
Semester: Second Four-month period
Subject type: Optional
Module:

1. General information

1. To know the origin, evolution and techniques of animation productions.

2. To understand traditional production systems.

3. To discover the digital possibilities in animation compared to traditional methods.

4. To broaden knowledge by analysing works of different authors.

5. To value the importance of the different phases of production, in order to apply them in the creation process.

6. To acquire the basic fundamentals for the development and creation of personal animation projects.

These approaches and objectives are aligned with the following Sustainable Development Goals (SDGs) of the United Nations 2030 Agenda (https://www.un.org/sustainabledevelopment/es/), in such a way that the acquisition of the learning results of the subject provides training and competence to contribute to some extent to their achievement:

Goal 4: Quality Education.

Goal 5: Gender Equality.

Goal 8: Decent Work and Economic Growth

10: Reduction of Inequalities

11: Sustainable Cities and Communities

Goal 12: Responsible Production and Consumption

Goal 16: Peace, Justice and Strong institutions

Goal 17: Alliances to Achieve Objectives.

2. Learning results

Upon completion of this subject, the student will be able to:
- Recognize and distinguish the different techniques in the world of animation.
- Create and animate their own graphics or drawings using animation fundamentals correctly.
- Create using appropriate methodologies oriented to animation production.
- Adequately use animation programs as tools to help in the process of artistic creation.

3. Syllabus

The program is aimed at acquiring minimum basic fundamentals with a view to expanding knowledge in the future.
- Introduction.
  - Brief historical introduction.
  - Main animation techniques.
  - Direct animation vs. pose-by-pose animation.
  - Timing.
  - Frames per second (FPS).
- Traditional animation.
  - Interleaving vs. interpolation.
  - Pose-by-pose animation
  - Frames (key, intermediate).
- 2d animation software.
  - Graphic tools.

- Timeline and onion paper.
- Shapes vs symbols in Flash.
- Interpolation (position, rotation, scale).
- Uniform velocity, acceleration and deceleration.
- Curve editing.
- Motion guides.
- Timing and basic principles of animation.
- Direct animation (Stopmotion).
- Audio in animation.
  - Audio formats.
  - Wave analysis.
  - Synchronization.
- Experimental animation (Motion Graphics).
- Process, methodologies and final project.
  - Preproduction
  - Production
  - Postproduction

4. Academic activities

Total hours for the student: 150h [60h face-to-face + 90h non-face-to-face]

FIRST BLOCK: 3 ECTS (75h)
[45h face-to-face + 30h non-face-to-face].
50% final grade.

In this first block, animation concepts and their development with animation software will be addressed simultaneously.
This block will cover the first 15 sessions of the subject Sessions oriented to animation fundamentals will be alternated with seminars aimed at understanding specific animation software (Krita, Flash, Photoshop, After Effects, Seamonkey, Blender, Swivel, Audacity,...).

The activities will be developed in the classroom (laboratory practices).

1.- Experimental activity (0,5 ECTS)

2.- Basic concepts activities (2 ECTS)

3.- Study and analysis activities (0,5 ECTS)

The activities will be developed in the classroom (laboratory practices) after the explanation of the corresponding chapter and in case of not being able to attend or not being able to complete it, a maximum of 14 days will be available for their delivery.

SECOND BLOCK: 3 ECTS (75h)
[15h face-to-face + 60h non-face-to-face].
50% final grade.

4.- Concluding activity (3 ECTS)

- Given the importance of this project in the final grade, a duration of 15 sessions is established.
- The work is of free technique and theme within the aspects developed during the term.
- The final work of this block requires a follow-up (tutoring); for this reason, partial deliveries may be set during its development in order to evaluate the process.
- The project must be delivered before the end of the teaching period and must be defended and exhibited in public (classmates).

5. Assessment system

This evaluation is applicable to all students who have completed at least 60% of the classroom activities and have delivered them within the established deadlines. The accumulation of exercises delivered out the established deadlines may be considered as a waiver of continuous evaluation.

The activities will be weighted according to the following percentages.

1. Experimentation exercise. First approach to the animation environment. (5% of the final grade)
2. Theoretical study of artistic works within the field of animation, motion analysis and research of the execution mode. The defence of the same is valued (5% of the final grade).
3. Basic exercises of short duration carried out in class for the assimilation of specific concepts of the subject, (40% of the final grade).
4. Long-term exercise as a project. Developed in class or at home, supervised and tutored, which may be individual or team work. Final project of free technique and topic in which the student will apply the knowledge acquired in the development of the subject (50% of the final grade).

FINAL TEST (GLOBAL)

This evaluation is applicable to:

i. Students who have not chosen the continuous evaluation modality.

ii. Students who have not passed the continuous evaluation.

iii. Students who wish to improve the grade obtained in continuous evaluation, prevailing, in any case, the best of the grades obtained.

The overall test will consist of:

1.   Project delivery (50% of the final grade). This project, which coincides with point 4 in the continuous evaluation modality, will be developed in advance and must be presented and defended on the day of the global test.

2.   Theoretical-practical exam in the classroom (50% of the final grade). It will take place entirely in the classroom and coincides with points 1, 2 and 3 in the continuous evaluation modality.

ASSESSMENT CRITERIA

Criteria applied in the evaluation of learning activities.

While the generic evaluation criteria are those mentioned below, the percentage weight in each learning activity may vary depending on the specific needs of the exercise.

1. Achievement of the learning objectives of the subject and the specific objectives of each exercise.
2. Personal contribution, conceptual maturity, originality and creativity in the resolution of the exercises. Critical capacity.
3. Coherence in the processes and phases of work development, knowledge of materials, technical mastery and formal aspects of the presentation.
4. Degree of complexity in the resolution of the exercises. -Analysis and synthesis skills.
5. Volume of work, level of self-improvement and personal effort.
6. Involvement with the subject, active participation in practical and expository classes, contribution in debates and group dynamics.

Students should be aware of the plagiarism regulations of the University of Zaragoza and its consequences published in: https://biblioteca.unizar.es/propiedad-intelectual/propiedad-intelectual-plagio

Likewise, they must be familiar with the Regulation of Learning Assessment Standards approved by agreement of December 22, 2010, of the University's Governing Council:
http://cud.unizar.es/docs/ReglamentodeNormasdeEvaluaciondelAprendizaje.pdf

LEVELS OF DEMAND:

Learning results will be assessed according to the following standards:

- PLAN to produce afterwards, avoiding the concept of improvisation.
- Know and use with property BASIC CONCEPTS and terminology of animation and its main techniques.
- Integrate moving image and SOUND.
- Work with PROFESSIONAL QUALITY the generated images.

Creativity, originality and conceptual maturity as well as knowledge and use of advanced techniques are the criteria that substantially improve the grade.

The learning process designed for this subject is based on the following:

1. Content presentation by means of theoretical presentations or explanation by the teacher through the corresponding demonstrations.
2. Problem-based learning. Analysis and resolution of problems presented by the teacher, where the most effective solutions are sought according to the required objectives. Subsequently, problems of similar characteristics are posed to be solved by the student.
3. Development of projects by the student, incorporating content that establishes a relationship with other projects or previous problems already solved.
4. Tutoring and supervision where personalized attention is given to the student in order to find out the level deficiencies that require more attention.

Students are expected to actively participate in the class throughout the semester.

Classroom materials will be available through Moodle, as well as other subject-specific learning materials.

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GLOBAL TEST

All students are entitled to a global test to pass the subject or to improve the grade obtained Students attending the exam must be punctual on the day and at the time indicated in the exam notice, otherwise they will be considered as "No Show".

SECOND CALL

The evaluation in the second call, to which a*ll students who have not passed the subject will be entitled, wi*ll *be carried ou*t by *means of a glo*bal *t*est *t*o b*e ta*ke*n d*uring the per*iod e*stab*l*ished fo*r thi*s pu*rp*ose by *the* G*overni*ng *Counci*l i*n the academic calendar*