

25141 - 2 and 3D Animation

Información del Plan Docente

Academic Year	2018/19
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	Annual
Subject Type	Optional
Module	---

1.General information

1.1.Aims of the course

1.2.Context and importance of this course in the degree

1.3.Recommendations to take this course

2.Learning goals

2.1.Competences

2.2.Learning goals

1. The student is able to recognize and tell apart the different techniques of animation.
2. The student is able to create and animate her/his own graphics or pictures, using the principles of animation.
3. The student is able to apply appropriate methodologies.
4. The student is able to use animation software as tool in the process of artistic creation.

2.3.Importance of learning goals

3.Assessment (1st and 2nd call)

3.1.Assessment tasks (description of tasks, marking system and assessment criteria)

4.Methodology, learning tasks, syllabus and resources

4.1.Methodological overview

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The methodology followed in this course is oriented towards the achievement of the learning objectives. A wide range of teaching and learning tasks are implemented, such as:

- Lectures, presentations and explanations of contents.
- Problem-based learning. Analysis and solving of problems presented by the teacher. Later the student will solve exercises of similar characteristics.
- Assignments and projects.
- Tutorials and assessment tasks, evaluation of the learning process.

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

Classroom materials will be available via Moodle as well as other course-specific learning materials.

4.2.Learning tasks

The course (150 hours) includes the following learning tasks:

FIRST SECTION (3 ECTS: 75h [45h teaching hours + 30h Autonomous work]). 50% final grade. Short duration exercises.

- Experimental and practical tasks.
- Research tasks. Analysis of animation movies.
- **Basic concepts:**
 - o Animation concepts (keyframes, accelerations, decelerations, rhythm, timing, anticipation, secondary action, action-reaction, squash and stretch, inbetweens, breakdowns, overlapping, etc.) and basic software concepts: interpolation, movement, rotations, scale changes, import, export, sound, etc.
 - o Introduction: Brief historical introduction. Main animation techniques. Straight ahead and pose to pose. Timing and spacing. Frames per second (FPS). Keyframes and inbetweens. Intercalation vs. interpolation.
 - o Traditional animation: uniform speed. Accelerations Decelerations Frames (key and intermediate). Animation Charts.
 - o Basic principles of animation (Squash and Stretch, anticipation, Overlapping, arcs, etc).
 - o Audio in animation. Analysis of the wave. Synchronization.
 - o Methodology of projects. Preproduction. Production. Postproduction.
 - o Flash software. Introduction. Shapes. Graphic symbols and movie clip. Timeline. Onion paper. Frames (keyframes, normal or empty). Interpolation. Acceleration (editing curves). Movement guides. Audio in flash.

SECOND SECTION (3 ECTS: 75h [15h teaching hours + 60h Autonomous work]). 50% final grade. Long duration exercises.

- Final project (8 weeks of duration) is an artistic creation of any animation technique and students are free to choose their topic. This project must be tutored by the teacher. The submission of projects will take place on the last day of the course and must be defended and presented in public (classmates). The project is structured into 3 phases:
 - o Preproduction. Initial phase of the project. Idea, structure, methodology, forecast of problems.
 - o Production. Project development. Design, corrections and modifications.
 - o Postproduction. Testing, final adjustments, improvements.

*All the assignments will be submitted 14 days (maximum) after their explanation in class and upload to Moodle.

4.3.Syllabus

The course will address the following topics:

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1. Introduction. Traditional animation (charts and in between).
2. Flash. Graphic and animation tools (interpolation).
3. Timing and spacing. Basic principles of animation.
4. Straight ahead and pose to pose (Stopmotion).
5. Audio and synchronization.
6. Experimental animation (motion graphics).
7. Process and methodologies.
8. Final project.

4.4.Course planning and calendar

Further information concerning the timetable, classroom, office hours, assessment dates and other details regarding this course will be provided on the first day of class or please refer to the "Facultad de Ciencias Sociales y Humanas" website: fcs.unizar.es

4.5.Bibliography and recommended resources