25141 - 2 and 3D Animation

Syllabus Information

Academic Year: 2019/20
Subject: 25141 - 2 and 3D Animation
Faculty / School: 301 -

Degree: 278 - Degree in Fine Arts

ECTS: 6.0
Year: 3
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)

Continuous assessment

1. Experimental task. First approach. (5% final grade).
2. **Basic concepts** tasks (animation and software). (40% final grade).
3. Research task. Analysis of animations. (5% de la nota final).
4. **Final project.** (50% de la nota final).

Final exam

1. Students who have not chosen continuous assessment.
2. Students who have not passed continuous assessment.
3. Students wishing to improve their academic grade.

*In any case, the best grade will remain.

Final exam is divided in two parts:

1. Final project (**at home**) will be presented on the day of the final exam. Items 1,2 and 3 (above information).
   50% final grade.
2. Theorical-practical exam (**at classroom**). Item 4 (above information).
   50% final grade.

4.Methodology, learning tasks, syllabus and resources

4.1.Methodological overview

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

1. **Experimental** task. First approach.
2. **Basic concepts** tasks (animation and software).
3. **Research** task. Analysis of animations.
4. **Final project.** An artistic creation of any animation technique and students are free to choose their topic.

4.3.Syllabus

The course will address the following topics:

- Introduction.
  - Brief historical introduction.
  - Main animation techniques.
  - Straight ahead and pose to pose.
  - Timing and spacing.
  - Frames per second (FPS).
- Traditional animation.
  - Intercalation vs. interpolation.
  - Animation pose to pose.
  - Keyframes, inbetweens and frames.
- Software animation 2d. Flash.
  - Graphic tools.
  - Time line and onion.
  - Shapes vs graphic symbols in Flash.
  - Interpolation (position, rotation, scale).
  - Uniform speed, acceleration y decelerations.
  - Animation charts.
  - Movement guides.
- Timing and basic principles of animation.
- Straight ahead animation (Stopmotion).
- Audio in animation.
  - Formats.
  - Analysis of the wave.
  - Synchronization.
- Experimental animation (Motion Graphics)
- Process, methodology and final project.

Preproduction
Production
Postproduction

4.4.Course planning and calendar

Total hours: 150h [60h teaching hours + 90h autonomous work]

FIRST SECTION. 3 ECTS (75h)
[45h teaching hours + 30h autonomous work].
50% final grade.?

In this section, you relate the basic concepts of animation and it further development (animation software).This section, will cover half of the subject (15 sessions). You will alternate basic concepts animation and explanations about animation software (krita, Flash, Photoshop, After effects, Seamonkey, Blender, Swivel, Audacity,...).

1.- Experimental task (0,5 ECTS)

2.- Basic concepts tasks (2 ECTS)

3.- Research task (0,5 ECTS)

All tasks **are conducted in the classroom after listening the explanation** (lab sessions)**.** All the assignments will be submitted 14 days (maximum) after their explanation in class and upload to Moodle.

SECOND SECTION. 3 ECTS (75h)
[15h teaching hours + 60h autonomous work]
50% final grade.

4.- Final task (3 ECTS)

- This section is the other half of the subject and it has a duration of **15 sessions**.
- Is an artistic creation of any free 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).

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: fcsh.unizar.es

4.5.Bibliography and recommended resources