1. **Title of the module**

DIGM6170 (EL617) Computer Animation

1. **School or partner institution which will be responsible for management of the module**

School of Engineering and Digital Arts

1. **The level of the module (Level 4, Level 5, Level 6 or Level 7)**

Level 6

1. **The number of credits and the ECTS value which the module represents**

30 credits (15 ECTS)

1. **Which term(s) the module is to be taught in (or other teaching pattern)**

Autumn

1. **Prerequisite and co-requisite modules**

DIGM5320 (EL532) Professional 3D & Compositing – pre-requisite

1. **The programmes of study to which the module contributes**

BSc Multimedia Technology & Design

BSc Multimedia Technology & Design with a Year in Industry

BA in Digital Arts

BA in Digital Arts with a Year in Industry

MArt in Digital Arts

MArt in Digital Arts with a Year in Industry

1. **The intended subject specific learning outcomes.
On successfully completing the module students will be able to:**

8.1 Understand the tools and pipeline involved in 3D production and to use such a structure in their own individual and group work.

8.2 Appreciate the main constraining conditions that affect computer based 3D animation in an industrial pipeline situation

8.3 Communicate specific ideas and direct viewers’ attention in the production of sequences

involving 3D models and animation by successfully completing them in a structured manner

8.4 Understand the technical, aesthetic and commercial parameters guiding professional 3D animation.

8.5 Present work effectively in a show reel form.

1. **The intended generic learning outcomes.
On successfully completing the module students will be able to:**

9.1 Use Information and Communication Technologies

9.2 Present and communicate their creative and technical work in a timely manner

9.3 Work in flexible, creative and independent ways and to think critically

9.4 Learn effectively for the purpose of continuing professional development

1. **A synopsis of the curriculum**

This module introduces the stages of the workflow of a 3D animation to familiarise students with what is involved in animation production. Weekly module workshops introduce an array of industry-standard applications and the techniques necessary for production, resulting in a practical understanding of the entire process.

1. **Reading list (Indicative list, current at time of publication. Reading lists will be published annually)**

Williams, R. E. (2009). *The Animator’s Survival Kit: Manual of Methods, Principles, and Formulas for Computer, Stop-motion, Games and Classical Animators*. London: Faber and Faber.

1. **Learning and teaching methods**

60 Contact hours
240 Private study hours

Total hours 300

1. **Assessment methods**

13.1 Main assessment method

10-sec Animatic (30%) – 70 hours workload

10-sec Animation and 1000-word reflective report (70%) – 170 hours workload

13.2 Reassessment methods

100% coursework.

1. ***Map of module learning outcomes (sections 8 & 9) to learning and teaching methods (section12) and methods of assessment (section 13)***

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Module learning outcome** | *8.1* | *8.2* | *8.3* | *8.4* | *8.5* | *9.1* | *9.2* | *9.3* | *9.4* |
| **Learning/ teaching method** |  |  |  |  |  |  |  |  |  |
| Private Study | x | x | x | x | x | x | x | x | x |
| *Workshops* | x | x | x | x | x | x | x | x | x |
| *Tutorial lectures* | x | x |  | x |  |  |  | x | x |
| **Assessment method** |  |  |  |  |  |  |  |  |  |
| *Animatic* | x | x | x | x | x | x | x | x | x |
| *Animation and Reflective Report* | x | x | x | x | x | x | x | x | x |

1. **Inclusive module design**

The School recognises and has embedded the expectations of current equality legislation, by ensuring that the module is as accessible as possible by design. Additional alternative arrangements for students with Inclusive Learning Plans (ILPs)/declared disabilities will be made on an individual basis, in consultation with the relevant policies and support services.

The inclusive practices in the guidance (see Annex B Appendix A) have been considered in order to support all students in the following areas:

a) Accessible resources and curriculum

b) Learning, teaching and assessment methods

1. **Campus(es) or centre(s) where module will be delivered**

Canterbury

1. **Internationalisation**

This module follows the latest practices and techniques adopted by the global animation and post-production effects industry using industry-standard software.

**FACULTIES SUPPORT OFFICE USE ONLY**

**Revision record – all revisions must be recorded in the grid and full details of the change retained in the appropriate committee records.**

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| --- | --- | --- | --- | --- |
| Date approved | Major/minor revision | Start date of the delivery of revised version | Section revised | Impacts PLOs (Q6&7 cover sheet) |
| 09/03/18 | Major | September 2018 | 5, 8-10, 12, 13 | No |
| 11/02/19 | Major | September 2019 | 1, 4, 12 | No |