



## **Module Specification**

### Understanding Animation for Production

Version: 2023-24, v2.0, 25 Jan 2023

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## Part 1: Information

**Module title:** Understanding Animation for Production

**Module code:** UPCNEU-30-1

**Level:** Level 4

**For implementation from:** 2023-24

**UWE credit rating:** 30

**ECTS credit rating:** 15

**Faculty:** Faculty of Arts Creative Industries & Education

**Department:** ACE Dept of Creative & Cultural Industries

**Partner institutions:** University Centre Weston

**Delivery locations:** Not in use for Modules

**Field:** Cultural Studies

**Module type:** Module

**Pre-requisites:** None

**Excluded combinations:** None

**Co-requisites:** None

**Continuing professional development:** No

**Professional, statutory or regulatory body requirements:** None

## Part 2: Description

**Overview:** Not applicable

**Features:** Module Entry requirements: Not offered as a standalone. Programme entry requirements apply.

**Educational aims:** See learning outcomes.

**Outline syllabus:** Within this module students will be introduced to fundamental animation techniques, software and skills used within Games and Animation Production environments.

There is a focus on developing full pipeline understanding from concepts/storyboards through to completion of assets/scenes.

Fundamental and conceptual skills and principles such as anatomy, follow-through, timing and weighting set the foundation for all animation-based careers.

Production elements of the module allows students to experience working pipeline processes and delivers a deeper understanding of asset and artefact development for professional projects.

This knowledge provides a strong insight into various other disciplines within production pipelines.

### **Part 3: Teaching and learning methods**

**Teaching and learning methods:** See assessment strategy.

**Module Learning outcomes:** On successful completion of this module students will achieve the following learning outcomes.

**MO1** Apply the techniques of animation and pipeline principles

**MO2** Produce and present identifiable animation pre-production

**MO3** Produce and present animation production

**MO4** Reflect upon personal practice

**Hours to be allocated:** 300

**Contact hours:**

Independent study/self-guided study = 228 hours

Face-to-face learning = 72 hours

Total = 300

**Reading list:** The reading list for this module can be accessed at [readinglists.uwe.ac.uk](https://uwe.rl.talis.com/index.html) via the following link <https://uwe.rl.talis.com/index.html>

## Part 4: Assessment

**Assessment strategy:** Assessment criteria on this module are aligned to the Intended Learning Outcomes. There will be both formative and summative assessment throughout. This reflects an 'assessment for learning' approach which is integral to the Learning and Teaching Strategies of UWE, Bristol and University Centre Weston (UCW).

Assessment takes an inclusive approach to meet the diverse needs of students and ensures that academic standards are maintained.

Assessment approaches and contexts provide the controlled conditions to ensure fair practice.

This module introduces students to the fundamentals of animation for the production environment. To this end students will be expected to deliver a presented portfolio of refined conceptual work that demonstrates a strong grasp of animation principles and planning used within industry production environments.

Assessment tasks:

Task 1 - Requires students to produce a refined idea that demonstrates understanding of pre-production animation methodology in response to project requirements and guidelines.

Task 2 - Provides students with an opportunity to develop their first animation-based artefact demonstrating their knowledge and skills within the animation production environment for Games and Animation. The artefact produced ensures students are

exposed to portfolio development early within the course hierarchy ensuring a strong foundation within their first year.

Task 3 – Students are required to demonstrate understanding of analysis and the ability to critique produced work and own practice. They will be expected to reflect upon strengths and areas for improvement and demonstrate an understanding of methodology used throughout the module.

This module is 100% coursework.

**Assessment components:**

**Written Assignment (First Sit)**

Description: Critical Review (1000 words)

Weighting: 25 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO4

**Set Exercise (First Sit)**

Description: Animation Pre-production

Weighting: 25 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1

**Project (First Sit)**

Description: Final Produced Artefact

Weighting: 50 %

Final assessment: No

Group work: No

Learning outcomes tested: MO2, MO3

**Written Assignment (Resit)**

Description: Critical Review (1000 words)

Weighting: 25 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO4

**Set Exercise (Resit)**

Description: Animation Pre-production

Weighting: 25 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1

**Project (Resit)**

Description: Final Produced Artefact

Weighting: 50 %

Final assessment: No

Group work: No

Learning outcomes tested: MO2, MO3

**Part 5: Contributes towards**

This module contributes towards the following programmes of study:

Games and Animation Production [UCW] BA (Hons) 2023-24

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