



## **Module Specification**

### **Character Animation**

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## Part 1: Information

**Module title:** Character Animation

**Module code:** UALAXR-30-1

**Level:** Level 4

**For implementation from:** 2024-25

**UWE credit rating:** 30

**ECTS credit rating:** 15

**College:** College of Arts, Technology and Environment

**School:** CATE School of Arts

**Partner institutions:** None

**Field:** Lens and Moving Image

**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:** The module places emphasis on the study and analysis of movement, action and dynamics as a developmental process. Running alongside the module, Idea, Design, Storytelling, it also enables student to explore in depth how a character functions and contributes to the overall narrative within an animated story.

**Features:** Not applicable

**Educational aims:** Students undertake a series of animation exercises and keep a drawing journal as an analytical tool and research aid. This provides students with an opportunity to further improve their animation skills through the investigation into human and animal motion directly relevant to a broad range of animated disciplines. A series of set animated exercises explore human and animal motion covering walks and runs, cycle animation, weight and balance, arcs and anticipation and lip sync. Students engage in critical analysis of the results and present the work within a group environment. The module includes the use of the drawing journal.

**Outline syllabus:** Indicative content:

Principles of animation, such as the four 'A's of animation (activity, action, animation, acting).

Primary, secondary and tertiary actions as they apply to the dynamics of the human figure and animals in motion and lip sync.

Basic technologies and techniques required to record, prepare and analyse sound in preparation for lip sync.

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

**Teaching and learning methods:** The module is delivered through a series of workshops and set exercises in practical techniques for the recording and analysis of movement. A series of lectures on the principles of animation and character development applied to figurative animation provides a theoretical underpinning of the practical exercises. Screenings provide examples of how action analysis and the principles of animation are applied by practitioners within varied contexts.

Much of the practical animation work is undertaken in a studio environment using texts from the essential reading lists while additional action analysis is undertaken in the field and forms the basis of the drawing journal. This supports ongoing developments in the practical aspects animation production and enhances the

students understanding of figurative animation and animation dynamics. Tutorials that monitor student progress and screenings of student work enable formative feedback.

The module handbook will give detailed guidance in relation to assignments. Written work (reflective writing) will be supported by the UWE Library Services department. Individual support for writing assignments is available from UWE Study Support.

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

**MO1** Apply the basic principles of animation and animated dynamics to human and/or animal motion

**MO2** Research and critically analyse figurative animated forms and their design

**MO3** Apply the methodologies related to sound synchronisation and lip sync

**MO4** Work in a professional and timely manner, by presenting a coherent body of work in an appropriate format

**Hours to be allocated:** 300

**Contact hours:**

Independent study/self-guided study = 228 hours

Face-to-face learning = 72 hours

**Reading list:** The reading list for this module can be accessed at [readinglists.uwe.ac.uk](https://uwe.rl.talis.com/modules/ualaxr-30-1.html) via the following link <https://uwe.rl.talis.com/modules/ualaxr-30-1.html>

## Part 4: Assessment

**Assessment strategy:** Assessment Strategy:

The assessment type has been chosen to enable students to demonstrate achievement across all the learning outcomes of the module, to provide flexibility in selecting appropriate and specific outputs and to facilitate the practical and

theoretical study of movement, dynamics and the principles of animation, which is the focus of the module. The learning outcomes connect to the different practical and academic assignments. Learning outcomes are designed to enable students to understand, appreciate, and develop enduring skills in relation to animation skills and production analysis, discernment and academic study. These skills should enable students to identify interests in relation to their ongoing study and developing practice.

#### Formative Assessment:

Tutorial support to monitor progress is given throughout and feedback given on a regular basis. Screening of completed exercises at key points in the semester provide an opportunity for group critiques. Peer review and formative assessments are embedded in each project assignment, and in the Life-drawing strand. This will enable staff to support ongoing progress, prompt discussion and encourage peer learning. The work produced will enable students to discern between process-led and process-based approaches; understanding this distinction will encourage enquiry, ongoing progression, and represents a distinctive tenet of the Animation programme. The Life-drawing strand will continue to provide formative feedback in relation to observation skills and drawing confidence.

#### Summative Assessment: Portfolio:

Summative assessment feedback will be delivered in the Pass/ Fail format. Detailed feedback on the submission will be offered at the conclusion of the module.

Detailed guidance on assessment will be provided in the Module Handbook and assignment briefs. Examples of portfolio contents are:

An edited show-reel featuring all the completed practical exercises, with evidence of research that has supported their realisation.

Life-drawing and other forms of drawing used in support of assignments as evidenced in the drawing journal.

Summative Evaluation in relation to animation processes and future career aspirations (1500 words)

Assessment Criteria (as related to learning outcomes –

Students will be assessed using the following criteria:

Research and creative development: The level of enquiry in support of all assignments, including written work and practical assignments;

Contextual and critical analysis: The level of critical thinking, analysis and observation applied to: The development and evaluation of practical work demonstrating the ability to analyse and discuss movement and dynamics; Written work (and related outputs), evidencing academic rigour, articulate discussion and analysis;

Audience engagement and storytelling: The use of animation and other filmmaking techniques to construct and communicate ideas;

Design, craft and technical skill: The level of use of key animation principles in support of animation assignments; The mediation of materials and techniques to demonstrate practical knowledge and initiative; The level of: aesthetic discernment and imaginative thinking demonstrated by the synthesis of design and story, and the use of animation's novel possibilities; Animation used in support of storytelling and communication, informed by animation principles, dynamics and portrayal; Mediation of materials and techniques to demonstrate imagination, resourcefulness and technical accomplishments;

Professional practice: The level of: Planning, organisation and time management applied to all assignments; Resourcefulness and initiative in support of assignments.

**Assessment tasks:**

**Portfolio (First Sit)**

Description: Portfolio

Weighting: 0 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4

**Portfolio (Resit)**

Description: Portfolio

Weighting: 0 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4

**Part 5: Contributes towards**

This module contributes towards the following programmes of study:

Animation [Bower] BA (Hons) 2024-25