



Module Specification

Animation Foundations

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Part 1: Information

Module title: Animation Foundations

Module code: UALB8J-30-1

Level: Level 4

For implementation from: 2025-26

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 Animation Foundations module will provide students with multiple opportunities to explore animation practice using a range of tools, materials and technologies. Through a combination of lectures, technical workshops, and supported project delivery, students will be encouraged to explore fundamentals of animation production.

Features: Not applicable

Educational aims: The aim of this module is to introduce a range of essential animation and animated filmmaking processes across a range of animated disciplines. Practical assignments focus on the principles of animation, sequential dynamics and analysis. Students will actively learn, apply and develop practical, analytical and theoretical skills that will support their ongoing development as animation practitioners. Practical work will be supported by integrated engagement with primary and secondary research.

Outline syllabus: Situating the teaching and learning in a studio context, students will begin to gain an understanding of studio etiquette reflecting a professional environment. Working both independently and in teams will allow students to negotiate and produce a range of work that answers a brief with specific outcomes, meets strict deadlines and broadens the understanding of animated forms. Students will be expected to explore creative freedoms alongside the practicalities of making short coherent animated exercises and dynamic sequences that adhere to different production pipelines associated with a range of disciplines. Students are required to present the work within a group environment and engage in the critical analysis of the results of their own work and that of others.

Part 3: Teaching and learning methods

Teaching and learning methods: Teaching and learning on this module enables students to explore a range of animation processes while developing craft skills appropriate to the novel possibilities and extensive language of animation. This module is delivered through a series of workshops, demonstrations, screenings, lectures and seminars. Lectures introduce aspects of the syllabus which are expanded in screenings, seminars and technical workshops. Individual and group tutorials support the practical aspects of the programme while students have additional 'office hour' access for individual pastoral tutorials allowing students to cover broader aspects of their study. Guest talks contribute to the knowledge and understanding of animation sectors, independent practice (enterprise and creativity) and emerging platforms (innovation). Students will receive feedback and formative assessment within critiques.

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

MO1 Show an understanding of safe working practices and reflect on the ethical responsibilities as a practitioner in the field.

MO2 Demonstrate proficiency in the use of tools, technologies, and techniques relevant to the field of study.

MO3 Experiment with a range of approaches to overcome subject-specific challenges.

MO4 Demonstrate an understanding of the principles of animation.

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://rl.talis.com/3/uwe/lists/727232E0-274B-A6C1-2A0E-FE00ED39A7BB.html?lang=en-GB) via the following link <https://rl.talis.com/3/uwe/lists/727232E0-274B-A6C1-2A0E-FE00ED39A7BB.html?lang=en-GB>

Part 4: Assessment

Assessment strategy: Assessment format is portfolio, and Pass/Fail.

Students will submit a reel of animated sequences produced in response to tasks and briefs set by the teaching team each week. The reel will demonstrate your understanding across a range of animation tools, technologies and specialist studio furniture.

A comprehensive list of these tasks is located on Blackboard and co-located with the guidance, resources and materials shared with students by each session lead. In addition, students will be encouraged to extend their learning through self-directed experiments and tests produced independently and off campus. All of the animated

work presented should provide evidence of their understanding of animation principals, ability to solve problems, and developing confidence in planning, producing and sharing animated sequences and tests.

The assessment type has been chosen to enable students to demonstrate achievements across all the learning outcomes of the module and provides flexibility in selecting appropriate and specific outputs that facilitate the practical, theoretical and academic study of animation.

The assessment strategy facilitates the development of creative, communication and critical skills in relation to animation and associated media. The learning outcomes connect to the different practical and academic assignments. They are designed to enable students to understand, appreciate, and develop enduring academic understanding alongside practical, theoretical, analytical and professional practice skills in relation to animation. These skills should enable students to identify interests in relation to their ongoing study and developing practice.

The resit assessment is comparable to the first sit.

Assessment tasks:**Portfolio (First Sit)**

Description: Portfolio of animation work.

Weighting: 0 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4

Portfolio (Resit)

Description: Portfolio of animated work.

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) 2025-26

Animation {Foundation}[Bower] BA (Hons) 2024-25