



University of the  
West of England

CORPORATE AND ACADEMIC SERVICES

**MODULE SPECIFICATION**

Part 1: Basic Data					
Module Title	Introduction to Animation				
Module Code	UADAQY-45-1	Level	1	Version	1
Owning Faculty	ACE	Field	Design		
Contributes towards	BA (Hons) Animation				
UWE Credit Rating	45	ECTS Credit Rating	22.5	Module Type	Project
Pre-requisites	none		Co- requisites	none	
Excluded Combinations	none		Module Entry requirements	n/a	
Valid From	September 2013		Valid to	September 2019	

<b>CAP Approval Date</b>	May 2013
--------------------------	----------

Part 2: Learning and Teaching	
Learning Outcomes	<p>On successful completion of this module students will be able to:</p> <ol style="list-style-type: none"> <li>1. understand a range of principles of animation and animated dynamics as a means of developing content in varying animation processes;</li> <li>2. use a range of methods for identifying and recording source material and visualizing/communicating ideas;</li> <li>3. develop analytical skills and contextual knowledge through research and evaluation of their own work and that of contemporary practitioners;</li> <li>4. actively engage in critical debate with their peer group;</li> <li>5. engage with the animation programme of study through practical and theoretical work.</li> <li>6. select appropriate media/scale/form to realize a concept;</li> <li>7. acquire and demonstrate basic skills appropriate to animation production;</li> <li>8. identify, understand and use accepted terminology and conventions in relation to the basic principles of animation as they apply to techniques and processes covered;</li> <li>9. the ability to manage their time and work independently;</li> <li>10. gain the necessary health and safety certification required to access and safely use a range of technical resources.</li> </ol>

	All assessed through component A
Syllabus Outline	<p>This module aims to establish key processes, skills and methodologies fundamental to Animation practice, and to introduce students to the range of ideas that inform contemporary practice/s.</p> <p>Emphasis in the module is placed on activities that are intended to introduce new skills and experiences, develop an understanding of historic and contemporary practice, establish studio routines and build a sense of group identity. Projects allow students to explore skills/methodologies and contextual understanding to the development of their own practice.</p> <p>Student progression and guidance is provided through:</p> <ul style="list-style-type: none"> <li>• group work that focuses on developing personal methodologies, time-keeping, critical awareness and organisational skills</li> <li>• individual tutorials</li> <li>• lectures</li> <li>• workshops</li> <li>• peer group presentations</li> </ul>
Contact Hours	<p>Students can expect a total of <b>108</b> hours scheduled contact time for this module within the context of their other learning and teaching activities. This includes tutorials, group critiques, lectures, seminars, site visits / field trips, studio-based sessions, inductions, workshops, field work, work-based learning or project supervision.</p> <p>Contact time may also take a synchronous virtual form rather than face-to-face, through the use of email discussion groups, virtual learning environments (VLEs) and other technology-aided means. It can also take place in a work-based setting.</p>
Teaching and Learning Methods	<p>This module aims to establish key concepts, processes, skills and methodologies fundamental to animation production activity, and to introduce students to the range of ideas that inform contemporary practice/s. The following key processes and practical skills are introduced:</p> <ul style="list-style-type: none"> <li>• recording visual/other source information</li> <li>• developing work from initial research</li> <li>• manipulation of media</li> <li>• making/production techniques</li> <li>• problem solving, information gathering and documentation</li> <li>• awareness of potential of tools/equipment within the Department, including appropriate health and safety certification, relevant to practice in animation</li> <li>• developing a sensitivity to appropriate media/materials to fit the idea/concept</li> </ul> <p>The principle of 'learning through making' is approached in relation to practically based studio activities, which are then expanded through an exploration of contemporary practice.</p> <p>The module is typically delivered via projects, seminars, screenings, group critiques, workshops, individual critique and independent study. Teaching sessions challenge students' pre-conceptions about their subject discipline, develop their awareness of the creative opportunities afforded within it and introduce a skills base that supports creative development. Technical workshops instruct appropriate processes suitable to develop the project further.</p> <p>Teaching sessions encourage students to take a pro-active approach to learning and studio practice using a variety of media applications, materials and methods. The development of analytical and evaluative skills is supported and encouraged through group discussion in group critiques and activities and through individual tutorials. Students are encouraged to develop personal skills and approaches</p>

throughout the module, in order for them to understand the relevance of methodology.

Assessment takes the form of presentation of work and critique, and is made upon a body of work that would typically include:

- i) developmental work
- ii) documentation of activities/practice throughout the module
- iii) evidence of engagement with the programme through tutorials, group critiques and other taught sessions
- iv) participation in summative critique
- v) work to a brief and with the time constraints of the module.

**Scheduled learning** includes lectures, group critiques, tutorials, project supervision, demonstration, practical classes and workshops; fieldwork; external visits; supervised time in studio/workshop.

**Independent learning** includes 342 hours engaged in studio practice, independent workshops activity, with essential reading, assignment preparation and completion etc.

Key Information Sets Information

Key Information Set - Module data				
Number of credits for this module				45
Hours to be allocated	Scheduled learning and teaching study hours	Independent study hours	Placement study hours	Allocated Hours
450	108	342		450

The table below indicates as a percentage the total assessment of the module which constitutes a -

- Written Exam:** Unseen written exam, open book written exam, in-class test
- Coursework:** Written assignment or essay, report, dissertation, portfolio, project
- Practical Exam:** Oral Assessment and/or presentation, practical skills assessment, practical exam

Please note that this is the total of various types of assessment and will not necessarily reflect the component and module weightings in the Assessment section of this module description:

Total assessment of the module:	
Written exam assessment percentage	
Coursework assessment percentage	100%
Practical exam assessment percentage	
	100%

Reading Strategy

All students will be encouraged to make full use of the print and electronic resources available to them and through systems such as UWE online.

Any essential reading is available in the Bower Ashton Library and will be indicated

	<p>clearly in the module brief. The currency of information may wane during the life span of the specification, consequently current advice on readings will be available through more frequently updated mechanisms such as the handbook and intranet, these will be revised annually.</p> <p>Under the university's Copyright Licensing Agency (CLA) permit, reading packs with relevant chapters or excerpts from books will be given to students where applicable, supplied at the beginning of the module. Text excerpts from books published in the UK may also be available via UWE Online Digital Collections, where permissible, during the module period.</p>
<p>Indicative Reading List</p>	<p><b>Essential Reading</b></p> <p>FURNISS, M. 2008. <i>The Animation Bible: A Guide to Everything from Flip Books to Flash</i>. London: Laurence King</p> <p>PILLING, J. ed. 1997. <i>A Reader in Animation Studies</i>. Sydney: John Libbey Cinema and Animation</p> <p>WELLS, P. 2006. <i>The Fundamentals of Animation</i>. Lausanne:AVA Academia.</p> <p>THOMAS, F &amp; JOHNSON, O., 1995 <i>Disney Animation: The Illusion of Life</i>. Hyperion.</p> <p>WEBSTER, C., 2005. <i>Animation: The Mechanics of Motion</i>. Oxford: Focal Press.</p> <p>WILLIAMS, R., 2005. <i>The Animator's Survival Kit</i>. London: Faber and Faber. (DVD lectures in Bower Ashton library)</p> <p><b>Further reading</b></p> <p>FURNISS, M., 1998. <i>Art in Motion: Animation Aesthetics</i>. Sydney: John Libbey Cinema and Animation</p> <p>MATTESI, M., 2006. <i>Drawing for Animators</i>. Oxford: Focal Press</p> <p>McCLOUD, S. 1993. <i>Understanding Comics: the Invisible Art</i>. Harper Collins</p> <p>PURVES, B., 2010. <i>Basics Animation 04: Stop-motion</i>. AVA Academia</p> <p>ROBERTS, S., 2004. <i>Character Animation in 3D</i>. Oxford: Focal Press</p> <p>RUSSETT, R &amp; STARR, C., 1976. <i>Experimental Animation: Origins of a New Art</i>. New York: Da Capo,</p> <p>WELLS, P., Quinn, J, Mills, L., 2009. <i>Drawing for Animation</i>. Lausanne:AVA Academia.</p> <p>WHITAKER, H &amp; HALAS, J., 2002. <i>Timing for Animation</i>. Oxford: Focal Press.</p>

### Part 3: Assessment

#### Assessment Strategy

Assessment strategies within the programme that this module contributes to reflect the Faculty of Art, Creative Industries and Education's philosophy which considers assessment to be part of the learning process.

Formative and summative assessments are designed to provide the opportunity for students to understand and reflect upon their achievements and to support the monitoring of progress by tutors and students. Assessment methods used are varied, are relevant in demonstrating achievement to both academic and industry stakeholders, and form a coherent programme of assessment which is designed to offer students the maximum opportunity to demonstrate the skills, knowledge and experience that they have gained through the course of study, as well as to support ongoing and continuous improvement in their individual creative practice and development as practitioner-researchers.

The principle of 'learning through making' is core to learning strategies in the Department of Creative Industries – these learning activities are then expanded into and through an exploration of contemporary practice in relevant and related subject areas.

At assessment, therefore, students are expected to present evidence of work which demonstrates engagement with the minimum number of learning hours for the module (contact and independent study hours).

Forms of assessment used as part of the overall programme include:

- Presentation and participation in studio-critique
- Poster presentation
- Group and individual visual presentations
- Group and individual verbal presentations
- Written Assignments – forms of writing relevant to the creative industries, including academic/essay and industry focused/report writing
- Group critiques
- Peer and self-assessment
- Evaluative and reflective outcomes, including visual, verbal and written

Formative and summative assessment activities that involve students participating in the evaluation of presented work (their own and others') take place throughout the programme. Participation in and attendance at these sessions forms part of the assessed content of the module as a result of this.

Feedback (verbal and/or in writing) at regular points throughout the module provides students with a clear understanding of their progress and advice about how this can be improved.

Identify final assessment component and element	<b>Body of Development work</b>	
% weighting between components A and B (Standard modules only)	<b>A:</b>	<b>B:</b>
	100%	

<b>First Sit</b>	
<b>Component A</b> (controlled conditions) <b>Description of each element</b>	<b>Element weighting</b> <b>(as % of component)</b>
Body of development work, supporting materials and participation in summative critique	100%
<b>Component B</b> <b>Description of each element</b>	<b>Element weighting</b> <b>(as % of component)</b>

<b>Resit (further attendance at taught classes is not required)</b>	
<b>Component A</b> (controlled conditions) <b>Description of each element</b>	<b>Element weighting</b> <b>(as % of component)</b>
Body of development work, supporting materials and evaluative statement	100%
<b>Component B</b> <b>Description of each element</b>	<b>Element weighting</b> <b>(as % of component)</b>

If a student is permitted an **EXCEPTIONAL RETAKE** of the module the assessment will be that indicated by the Module Description at the time that retake commences.