University of Kent

1. **Title of the module**

   Animation 3 – Animals & Creatures

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

   Escape Studios, Pearson College London

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

   Level 7

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

   30 credits (15 ECTS)

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

   Autumn or Spring

6. **Prerequisite and co-requisite module**

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

   MA 3D Animation

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

   8.1 demonstrate a systematic knowledge and understanding of animating animals and creatures in an animation production environment.
   8.2 critically evaluate and select advanced tools and techniques for use in a complex animation environment, focusing in particular on new and emerging theories and techniques.
   8.3 use advanced tools and techniques to utilise live action reference in the creation of animal and creature animation.
   8.4 use advanced acting and performance techniques to produce high quality animation and creature performances.

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

   9.1 manage time and resources to complete tasks to a given deadline
   9.2 communicate creative and technical information to a variety of audiences.

10. **A synopsis of the curriculum**

    Quadruped Locomotion

    Arthropod, avian and aquatic locomotion

    Creation and use of live action reference

    Animal and creature performance

    Animation editing techniques

    Introduction to the use of instancing, and dynamic/procedural animation

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

    Autodesk User Guide [http://download.autodesk.com/global/docs/]

    Introducing Autodesk Maya (Autodesk Official Training Guides), Dariush Derakhshani, John Wiley & Sons

    Muybridge, Edward, *Animals in Motion*

    Williams, Richard, *The Animator's Survival Kit*, Faber & Faber

    Escape Studios Animation Library: http://lib-guides.pearsoncollegelondon.ac.uk

12. **Learning and teaching methods**

    Students undertake direct instruction from tutors in a studio environment to introduce theory and practice. Practice and practical work is supervised by tutors and supported by studio assistants. Additional materials and support is provided through the VLE.

    Tutor-led studio sessions: 135 hours

    Studio assistant supported practice: 45 hours

    Directed study: 120 hours

13. **Assessment methods**

13.1 Main assessment methods

    Coursework 60%

    This is a practical project involving the creation and integration of a 2D and 2.5D assets into a visual effects shot (LO 8.1, 8.2, 8.3, 8.4, 9.1)

    Reflective Log (blog or website) (3000 words) 30% (LO 8.1, 8.2, 8.3, 8.4, 9.1)

    Individual presentation (15 minutes) 10% (LO 8.1, 8.2, 9.2)

13.2 Reassessment methods

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

Module learning outcome		8.1	8.2	8.3	8.4	9.1	9.2
Learning/ teaching method	Hours allocated						
Tutor-led studio sessions	135	X	X	X	X		
Studio assistant supported practice	45		X	X	X		
Directed Study	120	X				X	X
Assessment method							
Coursework		X	X	X	X	X	
Reflective Log		X	X	X	X	X	
Presentation		X	X				X

15. **Inclusive module design**

The Collaborative Partner recognises and has embedded the expectations of current disability equality legislation, and supports students with a declared disability or special educational need in its teaching. Within this module we will make reasonable adjustments wherever necessary, including additional or substitute materials, teaching modes or assessment methods for students who have declared and discussed their learning support needs. Arrangements for students with declared disabilities will be made on an individual basis, in consultation with the Collaborative Partner's disability/dyslexia student support service, and specialist support will be provided where needed.

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

Escape Studios.

17. **Internationalisation**

Computer animation is by its nature an international discipline, and learning resources, materials and directed learning will include resources, examples and case studies from across the world.

18. **Partner College/Validated Institution**

Escape Studios, Pearson College London

19. **University School responsible for the programme**

Engineering & Digital Arts

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

Date approved	Major/minor revision	Start date of the delivery of revised version	Section revised	Impacts PLOs (Q6&7 cover sheet)