

1. **Title of the module**

Animation 1 – Locomotion & Mechanics – PRSN7020

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 modules**

None

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 the theory and concepts of 3D animation in a production environment, with special regard to new and emerging theories and technologies.
- 8.2 critically evaluate and select production tools and techniques for the creation of 3D assets and animation.
- 8.3 animate 3D characters, applying the 12 basic principles of animation.
- 8.4 apply an understanding of basic locomotion and mechanics to 3D animation

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**

The foundations and theories of 3D Animation
Different animation techniques and their application
Locomotion, mechanics and weight
Cinematography, 3D layout and the use of cameras
Character and storytelling in animation
The animation production pipeline from concept to script to final output

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

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

MODULE SPECIFICATION

Blair, Preston, *Cartoon Animation*, Walter Foster Publishing 1994

Goldberg, Eric, *Character Animation Crash Course*, Silman-James Press, 2008

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

12. Learning and teaching methods

Students undertake direct instruction from tutors with relevant industry experience 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 Virtual Learning Environment (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 animation of 3D characters. (LO 8.1, 8.2, 8.3, 8.4, 9.1)

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

Individual Presentation (10-15 minutes) 10% (LO 8.1, 8.2, 8.3, 8.4, 9.2)

13.2 Reassessment methods

14. Map of module learning outcomes (sections 8 & 9) to learning and teaching methods (section 12) 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	X	X	X
Assessment method							
Coursework		X	X	X	X	X	
Reflective Log		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

MODULE SPECIFICATION

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)