



VISUAL COMMUNICATION

Course Outline

Animation 40s



TITLE: ANI40S

PREREQUISITES: DRA20S, PAR20S

DESCRIPTION: The student is introduced to the professional methods of classical, 3d, claymation and digital animation. Traditional and electronic methods of preparing animation are studied. Principles, techniques and equipment is investigated. Students create own characters and develop story board, sound and backdrops for a movie. Assignments are used to help the student to finish the final project. Skills are demonstrated in the creation of a fully animated movie.

DURATION: The course lasts one term.

GENERAL OBJECTIVES: Upon successful completion of the course the student should be able to:

1. demonstrate figure drawing skills
2. creating own characters
3. investigate the different methods, principles, techniques of animation
4. develop sound, backdrops and special effects for a movie
5. demonstrate the mastering of software
6. distinguish between the different forms of animation
7. complete a digital animated movie

CLASSROOM EXPECTATIONS:

1. Attend school regularly
2. Always bring the required materials to class
3. Make a honest effort to learn and work every day

EVALUATION: The following factors are taken into account in determining the overall rating:

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| Assignments | 70 |
| Final assignment | 30 |
| Completion of course (all assignments handed in) | 100 |
| OVERALL RATING | 200 |