

Academic Year/course: 2022/23

25141 - 2 and 3D Animation

Syllabus Information

Academic Year: 2022/23

Subject: 25141 - 2 and 3D Animation

Faculty / School: 301 - Facultad de Ciencias Sociales y Humanas

Degree: 278 - Degree in Fine Arts

ECTS: 6.0

Year:

Semester: Second Four-month period

Subject Type: Optional

Module:

1. General information

1.1. Aims of the course

1. Know the origin, evolution and techniques of animation productions.
2. Understand traditional production systems.
3. Discover the digital possibilities in animation compared to traditional methods.
4. Expand knowledge through the analysis of works by different authors.
5. Assess the importance of the different phases of production, to apply them in the creation process.
6. Acquire the basic foundations for the development and creation of personal animation projects.

These approaches and objectives are aligned with the following Sustainable Development Goals (SDGs) of the United Nations 2030 Agenda (<https://www.un.org/sustainabledevelopment/es/>), in such a way that the acquisition of the results of subject learning provides training and competence to contribute to some extent to its achievement

Goal 4: Quality education.

Goal 5: Gender equality.

Goal 8: Decent work and economic growth.

Goal 10: Reduced inequalities

Goal 11: Sustainable cities and communities

Goal 12: Responsible production and consumption

Goal 16: Peace, justice and strong institutions.

Goal 17: Alliances to achieve the objectives.

1.2. Context and importance of this course in the degree

Knowledge of techniques, processes and concepts related to animation become essential in the creative framework as a professional profile; and the proliferation of new technologies together with the high demand for audiovisual content is a fact with an upward trend.

The completion of this subject is an introduction that has various job opportunities as its objective; from traditional animation, to 2D or 3D digital animation oriented to advertising, video games, education, etc. Although it must be taken into account that this subject, given its duration, is an approximation to the field of animation at higher levels.

1.3. Recommendations to take this course

Although it is not necessary to have specific knowledge of any program, a medium level of computer knowledge is advisable, since practically the entire subject is developed with the use of specific animation software.

2. Learning goals

2.1. Competences

BASIC AND GENERAL COMPETENCES

CG02 - Communication skills. Learn to translate artistic ideas in order to transmit them.

CG03 - Ability to clearly present orally and in writing complex artistic problems and projects.

CG14 - Interpersonal skills, awareness of one's abilities and resources for job performance artistic.

CG15 - Capacity for an ethical commitment and the promotion of equality between the sexes, the protection of the environment, the principles of universal accessibility and democratic values.

SPECIFIC COMPETENCES

CE06 - Knowledge of vocabulary, codes, and concepts inherent to the artistic field. Know the language of art.

CE09 - Knowledge of production methods and artistic techniques. Analyze the processes of artistic creation.

CE14 - Knowledge of the instruments and methods of experimentation in art. Learning of the creative methodologies associated with each artistic language

CE27 - Ability to document artistic production Use the necessary tools and resources to contextualize and explain the artistic work itself.

CE29 - Capacity for heuristics and speculation to carry out new projects and strategies for artistic action. Develop understanding and speculation of artistic problems in their entirety

CE35 - Ability for an adequate presentation of artistic projects Knowing how to communicate artistic projects in diversified contexts.

2.2. Learning goals

The student, to pass this course, must demonstrate the following results...

She/he is able to recognize and distinguish the different techniques of the world of animation.

She/he is able to create and animate her own graphics or drawings correctly using the fundamentals of animation.

She/he is able to create properly using animation production-oriented methodologies.

She/he is able to properly use animation programs as help tools in the artistic creation process.

2.3. Importance of learning goals

They solve the specific graphic problems of an animation compared to other artistic disciplines.

They develop skills and abilities that allow extrapolating the basic concepts of animation to the use of other animation programs.

They acquire the ability to project using specific methodologies of the animation process.

3. Assessment (1st and 2nd call)

3.1. Assessment tasks (description of tasks, marking system and assessment criteria)

Continuous assessment

This evaluation is applicable to all students who have completed at least 65% of the face-to-face activities and have delivered within the established deadlines. The accumulation of exercises after the deadline may be considered as a waiver of continuous evaluation.

The activities will be weighted according to the following percentages:

1. Experimentation exercise. First approach to the animation environment. (5% of the final mark).

2. Theoretical study of artistic works within the field of animation, movement analysis and investigation of the execution mode. Its defense is valued (5% of the final grade).
3. Short basic exercises carried out entirely in class for the assimilation of specific concepts of the subject, understanding of the software and special considerations of web design compared to traditional graphic design (40% of the final grade).
4. Long-term exercise as a project. Developed in class or at home, supervised and tutored, which may be individual or team. Free technique final project and subject in which the student will apply the knowledge acquired in the development of the subject (50% of the final grade).

Final exam (overall)

1. Students who have not chosen continuous assessment.
2. Students who have not passed continuous assessment.
3. Students wishing to improve their academic grade. In any case, the best grade will remain.

Students who wish to improve the grade obtained in continuous evaluation, prevailing, in any case, the best of the grades obtained.

The overall test consists of two parts:

Project carried out outside the classroom (50% of the final grade). Said project, which coincides with point 4 in the continuous evaluation modality, will be developed beforehand and must be presented and defended on the day of the global test.

Theoretical-practical exam in the classroom (50% of the final grade). It will be developed entirely in the classroom and coincides with points 1, 2 and 3 in the continuous assessment modality.

EVALUATION CRITERIA

Criteria applied in the assessment of learning activities.

Although the generic evaluation criteria are those mentioned below, the percentage weight in each learning activity may vary depending on the specific needs of the exercise.

1. Achievement of the learning objectives of the subject and the specific ones of each exercise.
2. Personal contribution, conceptual maturity, originality and creativity in solving the exercises. Critical ability.
3. Coherence in the processes and phases of development of the works, knowledge of the materials, technical mastery and formal aspects of the presentation.
4. Degree of complexity in solving the exercises. Analysis and synthesis capacity.
5. Volume of work, level of improvement and personal effort.
6. Implication with the subject, active participation in the practical and expositive classes, contribution in the debates and group dynamics.

DEMAND LEVELS

The learning results will be evaluated according to the following levels of demand

- * PLAN to produce later, avoiding the concept of improvisation.
- * Know and properly use BASIC CONCEPTS and terminology of animation and its main techniques.
- * Integrate moving image and SOUND.
- * Work with PROFESSIONAL QUALITY generated images.

Creativity, originality and conceptual maturity as well as the knowledge and use of advanced techniques are the criteria that allow the grade to be substantially improved.

4. Methodology, learning tasks, syllabus and resources

4.1. Methodological overview

The learning process that has been designed for this subject is based on the following:

1. Exposition of contents through theoretical presentations or explanation by the teacher through the corresponding demonstrations.
2. Problem-based learning. Analysis and resolution of problems presented by the teacher, where the most effective solutions are sought based on the required objectives. Subsequently, problems with similar characteristics are proposed that must be solved by the student.
3. Development of projects by the student, where contents are incorporated that establish a relationship with other projects or previous problems already solved.
4. Tutoring and supervision where personalized attention is given to the student in order to find out the level deficiencies that require more attention.

Students are expected to actively participate in class throughout the semester.

Classroom materials will be available through Moodle, as well as other course-specific learning materials.

4.2. Learning tasks

1. Experimentation activity. First approach to movement that will serve as a basis to clarify basic concepts.
2. Assimilation activities of basic concepts of animation and basic concepts of software.
3. Activities of study, analysis and research of artistic works within the field of animation.
4. Conclusion activity. Development of a final work of free creation that captures the knowledge and skills acquired during the development of the subject.

4.3. Syllabus

The course will address the following topics:

Introduction.

Brief historical introduction.

Main animation techniques.

Direct animation vs pose-to-pose animation.

Timing.

Frames per second (FPS).

traditional animation.

Intercalation vs interpolation.

Pose by pose animation.

Frames (key, intermediate).

2d animation software. Flash.

Graphical tools.

Timeline and onion skin.

Shapes vs symbols in Flash.

Interpolation (position, rotation, scale).

Uniform speed, acceleration and deceleration.

Curve editing.

Movement guides.

Timing and basic principles of animation.

Direct animation (Stopmotion).

Audio in animation.

audio formats.

Wave analysis.

Synchronization.

Experimental animation (Motion Graphics)

Process, methodologies and Final Project.

Preproduction

Production

post production

4.4. Course planning and calendar

Total hours for the student: 150h [60 face-to-face hours + 90 non-face-to-face hours]

FIRST BLOCK. 3 ECTS (75 hours)

[45 face-to-face hours + 30 non-face-to-face hours].

50% final mark.

In this first block, concepts of animation and their development with animation software will be addressed simultaneously.

This block will fully cover the first 15 sessions of the subject. Sessions oriented to animation fundamentals will be alternated with seminars aimed at understanding specific animation computer programs.

(krita, Flash, Photoshop, After effects, Seamonkey, Blender, Swivel, Audacity,...).

1.- Experimentation activity (0.5 ECTS)

2.- Activities basic concepts (2 ECTS)

3.- Study and analysis activities (0.5 ECTS)

The activities will be developed in the classroom (laboratory practices) after the explanation of the corresponding chapter and in case of not being able to attend or not being able to complete it, a maximum of 14 days will be available for its delivery.

SECOND BLOCK. 3 ECTS (75 hours)

[15 face-to-face hours + 60 non-face-to-face hours]

50% final mark.

50% final mark.

4.- Conclusion activity (3 ECTS)

Given the importance of this project, the final grade establishes a duration of 15 sessions.

The work is of free technique and theme within the aspects developed during the course.

The final work of this block requires monitoring (tutoring); For this reason, partial deliveries may be set during its development in order to evaluate the process.

The delivery of projects will be made before the end of the school period and must be defended and exhibited in public (classmates).

4.5. Bibliography and recommended resources

<http://psfunizar10.unizar.es/br13/egAsignaturas.php?codigo=25141>