

**City University of Hong Kong
Course Syllabus**

**offered by School of Creative Media
with effect from Semester A 2017/18**

Part I Course Overview

Course Title: 2D Animation II - Intermediate

Course Code: SM3146

Course Duration: One semester

Credit Units: 3 units

Level: B3

Proposed Area:
(for GE courses only)

- Arts and Humanities
 Study of Societies, Social and Business Organisations
 Science and Technology
-

Medium of Instruction:

English

Medium of Assessment:

English

Prerequisites:

(Course Code and Title)

SM2713 2D Animation I - Basic

Precursors:

(Course Code and Title)

Nil

Equivalent Courses:

(Course Code and Title)

Nil

Exclusive Courses:

(Course Code and Title)

Nil

Part II Course Details

1. Abstract

(A 150-word description about the course)

As an extension to 2D Animation I Basic, this course aims to provide students the opportunity to deepen the understanding of the principles and techniques of animation, to examine critically animated films by auteurist animation directors from different cultures, and to develop one's personal artistic vision through a self-directed learning experience. Students work either individually or in a collaborative effort to produce fully animated short films following a rigorous review process. Critique sessions are held regularly to encourage open discussions and peer learning amongst students.

2. Course Intended Learning Outcomes (CILOs)

(CILOs state what the student is expected to be able to do at the end of the course according to a given standard of performance.)

No.	CILOs [#]	Weighting* (if applicable)	Discovery-enriched curriculum related learning outcomes (please tick where appropriate)		
			A1	A2	A3
1.	Demonstrate in-depth understanding of the principles of animation, the human body, the different techniques and aesthetics from different cultures		√		
2.	Conduct self-directed researches to explore different animation techniques and software tools		√	√	
3.	Animate articulated movements using a variety of techniques			√	√
4.	Demonstrate the capacity and aspiration to develop a personal artistic vision		√	√	√
5.	Evaluate the quality of a creative work and to conduct constructive criticism			√	
6.^	Manage a production process and produce works with reasonably high quality		√	√	√
<i>* If weighting is assigned to CILOs, they should add up to 100%.</i>		100%			

^ Negotiated Learning Outcome (NLO) explicitly articulating the elements of Discovery oriented learning.

[#] Please specify the alignment of CILOs to the Gateway Education Programme Intended Learning outcomes (PILOs) in Section A of Annex.

A1: Attitude

Develop an attitude of discovery/innovation/creativity, as demonstrated by students possessing a strong sense of curiosity, asking questions actively, challenging assumptions or engaging in inquiry together with teachers.

A2: Ability

Develop the ability/skill needed to discover/innovate/create, as demonstrated by students possessing critical thinking skills to assess ideas, acquiring research skills, synthesizing knowledge across disciplines or applying academic knowledge to self-life problems.

A3: Accomplishments

Demonstrate accomplishment of discovery/innovation/creativity through producing /constructing creative works/new artefacts, effective solutions to real-life problems or new processes.

3. Teaching and Learning Activities (TLAs)
(TLAs designed to facilitate students' achievement of the CIOs.)

TLA	Brief Description	CILO No.						Hours/week (if applicable)
		1	2	3	4	5	6	
Lecture	Using case studies to critically examine animated films from different cultures, and to analyse animation techniques employed by auteurist animation directors.	√						
Creative Exercises and Assignments	In-class exercises include intensive drawings, games and mime acting. Assignments require students to produce works that ultimately lead to the final project.	√	√	√				
Final Project	Students work either individually or collaboratively to create fully animated short films following a rigorous review process	√	√	√	√	√	√	
Critique sessions	Critiques sessions are held regularly to encourage open discussions and constructive criticism of each other's works.					√		
Visual Journal	A document that records, over the duration of the course, all the self-directed researches and reflection.				√			

4. Assessment Tasks/Activities (ATs)
(ATs are designed to assess how well the students achieve the CIOs.)

Assessment Tasks/Activities	CILO No.						Weighting*	Remarks
	1	2	3	4	5	6		
Continuous Assessment: 100%								
Class Participation					√		10%	
In-class Exercises and Assignments	√	√	√				20%	
Final Project	√	√	√	√	√	√	60%	
Visual Journal				√			10%	
Examination: 0% (duration: ---, if applicable)								

* The weightings should add up to 100%.

100%

5. Assessment Rubrics

(Grading of student achievements is based on student performance in assessment tasks/activities with the following rubrics.)

Assessment Task	Criterion	Excellent (A+, A, A-)	Good (B+, B, B-)	Fair (C+, C, C-)	Marginal (D)	Failure (F)
In-class Exercises and Assignments	Ability to understand and to apply the key concepts on creative works	High	Significant	Moderate	Basic	Not reaching marginal levels
	General Craftsmanship	High	Significant	Moderate	Basic	Not reaching marginal levels
Final Project & Visual Journal	Capacity for self-directed researches	High	Significant	Moderate	Basic	Not reaching marginal levels
	Ability to apply the key concepts holistically and creatively on a multifaceted production	High	Significant	Moderate	Basic	Not reaching marginal levels
	General Craftsmanship	High	Significant	Moderate	Basic	Not reaching marginal levels

Note: All A+/A/A- grade assignment should comply with the highest performance of Discovery-oriented learning.

Part III Other Information (more details can be provided separately in the teaching plan)

1. Keyword Syllabus

(An indication of the key topics of the course.)

Animation Principles, Keyframing, Timing, In-betweens, Extremes, Squash, Arcs, Weight, Balance, Reaction, Anticipation, Exaggeration, Walk Cycle, Overlapping/ Secondary Action, Takes, Acting & Staging, Character Design, Head Turn, Disney Style Animation, Japanese Style Animation.

2. Reading List

2.1 Compulsory Readings

(Compulsory readings can include books, book chapters, or journal/magazine articles. There are also collections of e-books, e-journals available from the CityU Library.)

	Nil

2.2 Additional Readings

(Additional references for students to learn to expand their knowledge about the subject.)

1.	Williams, Richard. The Animator's Survival Kit . Faber and Faber, London and New York. 2001, ISBN: 0-571-20228-4
2.	Timing for Animation . Focal Press, ISBN: 0-240-51714-8
3.	Shaw, Susannah., Stop motion : craft skills for model animation , Elsevier Focal Press, ISBN: 0240516591
4.	Hart, John, The art of the storyboard : storyboarding for film, TV, and animation , Boston : Focal Press, ISBN: 0240803299