

City University of Hong Kong

**Information on a Course
offered by School of Creative Media
with effect from Semester A in 2012 / 2013**

Part I

Course Title: Animation: Principles and Practice

Course Code: SM5304

Course Duration: One semester (13 weeks)

No. of Credit Units: 3 units

Level: P5

Medium of Instruction: English

Prerequisites: Nil

Precursors: Nil

Equivalent Courses: Nil

Exclusive Courses: Nil

Part II

1. Course Aims:

This course aims to introduce animation in the age of the computer. In the first part of the course, traditional animation techniques are shown and adapted to working with computers. In the second part of the course, students should produce their own animations using traditional and computer technologies.

2. Course Intended Learning Outcomes (CILOs)

Upon successful completion of this course, students should be able to:

No.	CILOs	Weighting (if applicable)
1.	Identify the key-components of animation	20%
2.	Apply the principle and create an elementary-level animation	40%

	using commercial animation software	
3.	Explore the possibility of applying digital technologies on other alternative animation techniques, and create animation using those alternative techniques	40%
*4.	Transform basic technical competence into a unique style or personal signature	

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

3. Teaching and learning Activities (TLAs)

(Indicative of likely activities and tasks designed to facilitate students' achievement of the CILOs. Final details will be provided to students in their first week of attendance in this course)

TLAs	Hours/week (if applicable)	ILO No
Lectures : the principle of animation is covered in lectures. In-class discussion and hands-on practice on selected tools will be conducted to help students identifying the key components of animation.	3 weeks	CILO 1, 4
Workshops : workshops will be conducted every week to help students learning how to use commercial software.	5 weeks	CILO 2, 4
Workshops (with in-class group works) : workshops will be conducted on selected alternative animation techniques. Students will have hands-on practice in creating animation using selected tools.	5 weeks	CILO 3, 4

4. Assessment Tasks/Activities

(Indicative of likely activities and tasks designed to assess how well the students achieve the CILOs. Final details will be provided to students in their first week of attendance in this course)

Type of assessment tasks/activities	Weighting (if applicable)		Remarks
Assignments : students are required to submit individual assignments, which can demonstrate their ability to apply the animation principle on modeling, rendering, and animating.	20%	CILO 1	
Project : students are required to finish a 15-30 seconds animation, which can demonstrate their ability to create animation using existing commercial software	40%	CILO 2	
In-class exercises : students are required to submit the in-class exercises on some selected topics. A mini-project : students are required to finish a mini-project which can demonstrate their ability to create animation using alternative animation techniques.	40%	CILO 3, 4	

5. Grading of Student Achievement:

Refer to Grading of Courses in the Academic Regulations for Taught Postgraduate Degrees.

100% coursework and in-class participation

Grading pattern : Standard (A+AA-...F)

Grading is based on performance in assessment tasks / activities

A. Creative Project/ Technical Project/ Portfolio

Students should demonstrate ability to utilize primary and secondary sources, execute creative ideas and projects. The threshold of ‘discovery’ lies in a student’s proactively turning theory into praxis, to transform course material into self-owned authorship.

Letter Grade	Grade Point	Grade Definitions	Description
A+ A A-	4.3 4.0 3.7	Excellent	<ul style="list-style-type: none"> – Work has strong affective quality and the articulation of personal styles and signature – Excellent appreciation, exploration and/or application of the aesthetic and expressive qualities of the medium – Work raises questions and instill insights about the process of conception, creative strategization and production – Innovative exploration by combining knowledge from different disciplines (e.g. mathematics, psychology, physics, anthropology, etc.) to create an inter-disciplinary project – Efficient adjustment of plans and strategies in response to resources (time, space, equipment, etc) available with constructive adjustment
B+ B B-	3.3 3.0 2.7	Good	<ul style="list-style-type: none"> – Strong appreciation, exploration and/or application of the aesthetic and expressive qualities of the medium – Ability to create project/ work that demonstrate the processes of thinking and creative exploration – Proper adjustment of plans and strategies in response to resources (time, space, equipment, etc) available and constructive feedback/ suggestions
C+ C C-	2.3 2.0 1.7	Adequate	<ul style="list-style-type: none"> – Basic appreciation and/or application of the aesthetic and expressive qualities of the medium – Limited ability to create project/ work that demonstrate the processes of thinking and creative exploration – Adjustment of plans and strategies in response to resources (time, space, equipment, etc) available
D	1.0	Marginal	<ul style="list-style-type: none"> – Marginal appreciation of the aesthetic and expressive qualities of the medium – Marginal ability to create project/ work that demonstrate the processes of thinking and creative exploration – Limited adjustment of plans and strategies in response to resources (time, space, equipment, etc) available
F	0.0	Failure	<ul style="list-style-type: none"> – No appreciation of the aesthetics and expressive qualities of the medium – Fail to create project/ work that demonstrate the processes of thinking and creative exploration – Minimal adjustment of plans and strategies in response to resources (time, space, equipment, etc) available

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

Part III

Keyword Syllabus:

Key-framed computer animation, 3D animation, character animation techniques,

rotoscoping, pixilation, stop-motion, hand-drawn animation, motion graphics, cut-out animation

Recommended Reading:

Text(s):

Nil

Online Resources:

Nil