

SM3146: 2D ANIMATION II - INTERMEDIATE

Effective Term

Semester B 2025/26

Part I Course Overview

Course Title

2D Animation II - Intermediate

Subject Code

SM - School of Creative Media

Course Number

3146

Academic Unit

School of Creative Media (SM)

College/School

School of Creative Media (SM)

Course Duration

One Semester

Credit Units

3

Level

B1, B2, B3, B4 - Bachelor's Degree

Medium of Instruction

English

Medium of Assessment

English

Prerequisites

SM2713 2D Animation I - Basic

Precursors

Nil

Equivalent Courses

Nil

Exclusive Courses

Nil

Part II Course Details

Abstract

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.

Course Intended Learning Outcomes (CILOs)

CILOs		Weighting (if DEC-A1 DEC-A2 DEC-A3 app.)			
1	Demonstrate in-depth understanding of the principles of animation, the human body, the different techniques and aesthetics from different cultures		x		
2	Conduct self-directed researches to explore different animation techniques and software tools		x	x	
3	Animate articulated movements using a variety of techniques			x	x
4	Demonstrate the capacity and aspiration to develop a personal artistic vision		x	x	x
5	Evaluate the quality of a creative work and to conduct constructive criticism			x	
6	Manage a production process and produce works with reasonably high quality		x	x	x

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 real-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.

Learning and Teaching Activities (LTAs)

LTAs		Brief Description	CILO No.	Hours/week (if applicable)
1	Lecture	Using case studies to critically examine animated films from different cultures, and to analyse animation techniques employed by auteurist animation directors.	1	

2	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.	1, 2, 3	
3	Final Project	Students work either individually or collaboratively to create fully animated short films following a rigorous review process	1, 2, 3, 4, 5, 6	
4	Critique sessions	Critiques sessions are held regularly to encourage open discussions and constructive criticism of each other's works.	5	
5	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		CILO No.	Weighting (%)	Remarks ("-" for nil entry)	Allow Use of GenAI?
1	Class Participation	5	10	-	No
2	In-class Exercises and Assignments	1, 2, 3	20	-	No
3	Final Project	1, 2, 3, 4, 5, 6	60	-	No
4	Visual Journal	4	10	-	Yes

Continuous Assessment (%)

100

Examination (%)

0

Assessment Rubrics (AR)**Assessment Task**

In-class Exercises and Assignments

Criterion

Ability to understand and to apply the key concepts on creative works

Excellent (A+, A, A-)

High

Good (B+, B, B-)

Significant

Fair (C+, C, C-)

Moderate

Marginal (D)

Basic

Failure (F)

Not reaching marginal levels

Assessment Task

In-class Exercises and Assignments

Criterion

General Craftsmanship

Excellent (A+, A, A-)

High

Good (B+, B, B-)

Significant

Fair (C+, C, C-)

Moderate

Marginal (D)

Basic

Failure (F)

Not reaching marginal levels

Assessment Task

Final Project & Visual Journal

Criterion

Capacity for self-directed researches

Excellent (A+, A, A-)

High

Good (B+, B, B-)

Significant

Fair (C+, C, C-)

Moderate

Marginal (D)

Basic

Failure (F)

Not reaching marginal levels

Assessment Task

Final Project & Visual Journal

Criterion

Ability to apply the key concepts holistically and creatively on a multifaceted production

Excellent (A+, A, A-)

High

Good (B+, B, B-)

Significant

Fair (C+, C, C-)

Moderate

Marginal (D)

Basic

Failure (F)

Not reaching marginal levels

Assessment Task

Final Project & Visual Journal

Criterion

General Craftsmanship

Excellent (A+, A, A-)

High

Good (B+, B, B-)

Significant

Fair (C+, C, C-)

Moderate

Marginal (D)

Basic

Failure (F)

Not reaching marginal levels

Additional Information for AR

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

Part III Other Information

Keyword Syllabus

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.

Reading List

Compulsory Readings

Title	
1	Nil

Additional Readings

Title	
1	Williams, Richard. The Animator's Survival Kit. Faber and Faber, London and NewYork. 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