

## Module Specification

### Module Summary Information

<b>1</b>	<b>Module Title</b>	CGI Animation
<b>2</b>	<b>Module Credits</b>	20
<b>3</b>	<b>Module Level</b>	4
<b>4</b>	<b>Module Code</b>	DIG4163

<b>5</b>	<b>Module Overview</b>
<p>3D computer animation is the cornerstone of modern visual media production, and is an essential requirement for working in film visual effects and gaming.</p> <p>This module aims to develop your 3D animation and production skills, introducing you to core computer animation techniques, such as keyframing, dynamics and animation rigs. You will be expected to plan and produce high quality, 3D computer animations suitable for use in visual effects and games production pipelines.</p> <p>As well as developing technical skills, the module aims to provide you with an authentic experience of planning and producing computer animation from storyboarding and previsualization to managing assets and designing production pipelines.</p>	

<b>6</b>	<b>Indicative Content</b>
<p><b>Animation Planning:</b> Scene design and pre-production techniques for planning and visualising animation sequences such as: screenwriting, initial storyboarding, model sheets, animatics and previsualisation.</p> <p><b>Animation:</b> Fundamental animation concepts such as the 12 Principles of Animation developed in the 1930's at Walt Disney Studios, by Frank Thomas and Ollie Johnston. Keyframed animation, set driven keys and motion paths.</p> <p><b>Animation Techniques:</b> Keyframes, deformers, motion paths, manipulating animation clips, building and using animation rigs, blend shapes, IK, FK, using set driven keys.</p> <p><b>Production animation:</b> Advanced rendering concepts and techniques in: cameras, staging, lighting, texturing, shading and rendering.</p>	

<b>7</b>		<b>Module Learning Outcomes</b>
<b>On successful completion of the module, students will be able to:</b>		
	<b>1</b>	Use appropriate visualisation techniques to plan, design and illustrate a 3D animation
	<b>2</b>	Utilize and combine industry standard animation tools techniques in an effective and appropriate manner
	<b>3</b>	Create effective rigs and controls for animation
	<b>4</b>	Work effectively in teams
	<b>5</b>	Reflect on the use and implementation of production methods and workflows

<b>8</b>		<b>Module Assessment</b>		
<b>Learning Outcome</b>		<b>Coursework</b>	<b>Exam</b>	<b>In-Person</b>
<b>1-5</b>		X		

<b>9</b>		<b>Breakdown Learning and Teaching Activities</b>	
<b>Learning Activities</b>		<b>Hours</b>	
<b>Scheduled Learning (SL)</b> includes lectures, practical classes and workshops, peer group learning, Graduate+, as specified in timetable		48	
<b>Directed Learning (DL)</b> includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning, as directed on VLE		12	
<b>Private Study (PS)</b> includes preparation for exams		140	
<b>Total Study Hours:</b>		200	