



UNIVERSITI TEKNOLOGI MARA

NMC510: ANIMATION PRODUCTION

Course Name (English)	ANIMATION PRODUCTION APPROVED				
Course Code	NMC510				
MQF Credit	4				
Course Description	This course is designed to expose students to the basic techniques and skills in creating a 3D animated film through the production pipeline. The principal purpose of this course is to help develop the skills of students in the various stages within the production pipeline of preparation and production of an animated programme or film. Students will learn through the whole production pipeline from the beginning of an idea in pre-production till the final product is completed in post-production. Students will also learn through the process of the 3-production phase within the context of animation. This is a practical course in animation production that involves learning and developing skills in the various stages of producing an animated programme or film.				
Transferable Skills	Digital 3D Animation Designing Characters Designing Environment Animation Producing Animated Short Film				
Teaching Methodologies	Lectures, Studio, Demonstrations, Field Trip, Case Study, Practical Classes, Tutorial, Discussion, Presentation, Small Group Sessions, Computer Aided Learning, Supervision, Industrial Talk, Peer Practice, Collaborative Learning, Project-based Learning, Problem-based Learning				
CLO	CLO1 Explain the process involved in the creation of a 3D animation through the production pipeline CLO2 Develop the application of the creation of a 3D animation production pipeline CLO3 Produce a professional and ethical 3D animated short film.				
Pre-Requisite Courses	No course recommendations				
Reading List	<table border="1"><tr><td>Recommended Text</td><td>• Andy Beane 2012, <i>3D Animation Essentials</i>, John Wiley & Sons [ISBN: 9781118239056]</td></tr><tr><td>Reference Book Resources</td><td>• Richard Williams 2009, <i>The Animator's Survival Kit</i>, Macmillan [ISBN: 9780571238347] • Maureen Furniss 2008, <i>The Animation Bible</i>, Harry N. Abrams [ISBN: 9780810995451] • Chris Patmore 2003, <i>The Complete Animation Course</i>, Barron's Educational Series [ISBN: 9780764123993]</td></tr></table>	Recommended Text	• Andy Beane 2012, <i>3D Animation Essentials</i> , John Wiley & Sons [ISBN: 9781118239056]	Reference Book Resources	• Richard Williams 2009, <i>The Animator's Survival Kit</i> , Macmillan [ISBN: 9780571238347] • Maureen Furniss 2008, <i>The Animation Bible</i> , Harry N. Abrams [ISBN: 9780810995451] • Chris Patmore 2003, <i>The Complete Animation Course</i> , Barron's Educational Series [ISBN: 9780764123993]
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Article/Paper List	This Course does not have any article/paper resources				
Other References	This Course does not have any other resources				