



UNIVERSITI TEKNOLOGI MARA

NMC511: CREATIVE DRAWING FOR ANIMATION

Course Name (English)	CREATIVE DRAWING FOR ANIMATION APPROVED				
Course Code	NMC511				
MQF Credit	3				
Course Description	Through this course the students will develop drawing strategies in three main areas; figure drawing, perspective, and character design, with a view to subsequently develop concepts for animation. Classes involve drawing from the human model to exercise pencil skills and study the structure of the human form. Perspective is essential in communicating in two and three-dimensional depth in characters and scenes. Character design is useful in drawing the line by understanding the life figure and how it is simplified for animation. Students will benefit greatly from the drawing skills developed learnt in this course and applying it for their animation and gamification.				
Transferable Skills	Drawing Skill Sketching Designing Character Storyboarding Digital Art Figure Drawing				
Teaching Methodologies	Lectures, Field Trip, Practical Classes, Tutorial, Discussion, Presentation, Small Group Sessions, Self-directed Learning, Computer Aided Learning, Peer Practice, Collaborative Learning, Project-based Learning, Problem-based Learning				
CLO	CLO1 Explain the basic drawing skills concepts needed for creating and drawing for animation. CLO2 Design 2D and 3D characters and scenes in digital form CLO3 Produce various storyboards for animated film and video games				
Pre-Requisite Courses	No course recommendations				
Reading List	<table border="1"><tr><td>Recommended Text</td><td><ul style="list-style-type: none">• Andrew Selby 2009, <i>Animation in Process</i>, Laurence King Publishing [ISBN: 9781856695879]• Paul Wells, Joanna Quinn, Les Mills 2008, <i>Basics Animation 03: Drawing for Animation</i>, AVA Publishing [ISBN: 9782940373703]• Richard Williams 2009, <i>The Animator's Survival Kit</i>, Macmillan [ISBN: 9780571238347]• Ron Tiner 2008, <i>Figure Drawing Without A Model</i>, David & Charles [ISBN: 9780715329320]</td></tr><tr><td>Reference Book Resources</td><td><ul style="list-style-type: none">• Finlay Cowan 2008, <i>Fantasy Artist's Pocket Reference Dragons And Beasts</i>, IMPACT [ISBN: 9781600610509]• Tom Fraser, Adam Banks 2004, <i>Designer's Color Manual</i>, Chronicle Books [ISBN: 9780811842105]</td></tr></table>	Recommended Text	<ul style="list-style-type: none">• Andrew Selby 2009, <i>Animation in Process</i>, Laurence King Publishing [ISBN: 9781856695879]• Paul Wells, Joanna Quinn, Les Mills 2008, <i>Basics Animation 03: Drawing for Animation</i>, AVA Publishing [ISBN: 9782940373703]• Richard Williams 2009, <i>The Animator's Survival Kit</i>, Macmillan [ISBN: 9780571238347]• Ron Tiner 2008, <i>Figure Drawing Without A Model</i>, David & Charles [ISBN: 9780715329320]	Reference Book Resources	<ul style="list-style-type: none">• Finlay Cowan 2008, <i>Fantasy Artist's Pocket Reference Dragons And Beasts</i>, IMPACT [ISBN: 9781600610509]• Tom Fraser, Adam Banks 2004, <i>Designer's Color Manual</i>, Chronicle Books [ISBN: 9780811842105]
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