



UNIVERSITI TEKNOLOGI MARA

CTA423: DRAWING FOR ANIMATION 2

<b>Course Name (English)</b>	DRAWING FOR ANIMATION 2 <b>APPROVED</b>
<b>Course Code</b>	CTA423
<b>MQF Credit</b>	3
<b>Course Description</b>	This course is an extension course of Drawing for Animation 1 which emphasizes drawings and sketches on emotions, body posture and gestures, body language, force and gravity, rhythm, volume, exaggeration and facial expression. Drawing activities include life drawing of human figure, animals and still objects in the studio and exterior location namely zoo, parks and streets. This course also stresses on the styles of sketching, line of action, character design and characterisation and spontaneous sketches.
<b>Transferable Skills</b>	Demonstrate the ability to dream, imagine and visualize
<b>Teaching Methodologies</b>	Lectures, Blended Learning, Studio, Demonstrations, Practical Classes, Tutorial, Workshop
<b>CLO</b>	CLO1 Demonstrate knowledge of human body and its structure by drawing the anatomy. CLO2 Able to draw human figure correctly by understanding of relationships of normal proportional human body parts. CLO3 Express gesture, movement and evoke mood when drawing spontaneously.
<b>Pre-Requisite Courses</b>	No course recommendations
<b>Topics</b>	
<b>1. Course Briefing &amp; Introduction</b> 1.1) Introduction to animation process. 1.2) Introduction into Pre-Production department and its importance to the whole animation production.	
<b>2. Anatomy and Action Analysis</b> 2.1) Human/Animal Shapes and Forms 2.2) Line of Action 2.3) • Exercise 01: Human shapes and Line of action exercises	
<b>3. Human/Animal in Action</b> 3.1) • Human/Animal in Action 3.2) • Gaits 3.3) • Movements 3.4) • Force and Gravity 3.5) • Foreshortening 3.6) • Exercise 02: Human in action exercises.	
<b>4. Human and the Study of Character</b> 4.1) • Types of Character 4.2) • Gestures 4.3) • Features: Form and size 4.4) • Exercise 03: Character brainstorm exercises. 4.5) • Type of stylized Design	
<b>5. Human and the Study of Character</b> 5.1) • Movements and Gestures 5.2) • Characterization 5.3) • Exercise 04: Characteristic personality and gestures	

<p><b>6. Character Design &amp; Development</b>  6.1) • Characterisation  6.2) • Head and Facial studies  6.3) • Facial Dynamics and exaggeration  6.4) • Exercise 05: Characteristic design. Facial study</p>
<p><b>7. Character Design &amp; Development</b>  7.1) Personality based on body gesture.  7.2) Exercise 06: Characteristic design: personality and action pose/profile.</p>
<p><b>8. Evolution of a Character</b>  8.1) • Simplifying Character  8.2) • From realism to stylize: caricature, comic, cartoon  8.3) • Exercise 07: Character Turnaround</p>
<p><b>9. BACKGROUND DESIGN</b>  9.1) • Layout &amp; Color  9.2) • Light &amp; Shadow  9.3) Exercise: 08:Background Design.01  9.4) Final Assignment brief</p>
<p><b>10. Dynamic and foreshortening</b>  10.1) • Dynamic Angles  10.2) • Foreshortening and perspective.  10.3) • Exercise 09:Layout: Foreshortening, Perspective and Dynamic Angle</p>
<p><b>11. Storyboard Design</b>  11.1) Rules of the third.  11.2) Layout and composition  11.3) Camera angle  11.4) Exercise 10: storyboard design  11.5) Final project progress session</p>
<p><b>12. Discussion &amp; Consultation</b>  12.1) Character Design for animated series: character study.</p>
<p><b>13. Discussion &amp; Consultation</b>  13.1) Layout &amp; storyboard progress</p>
<p><b>14. Final Project Presentation</b>  14.1) Assessment</p>

Assessment Breakdown	%
Continuous Assessment	100.00%

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	Assignment	30%	CLO1
	Final Project	Final Project	40%	CLO3
	Individual Project	Individual project	30%	CLO2

Reading List	Recommended Text	<ul style="list-style-type: none"> <li>• Andrew Loomis, <i>Figure Drawing for All It's Worth</i>, Titan Books; Facsimile edition</li> <li>• Burne Hogarth, <i>Dynamic Anatomy</i>, Watson-Guptill Publications</li> </ul>
	Reference Book Resources	<ul style="list-style-type: none"> <li>• Jack Hamm 1983, <i>Drawing the Head and Figure</i>, Perigee Trade</li> <li>• Amid Amidi 2011, <i>The Art of Pixar: 25th Anniv.: The Complete Color Scripts and Select Art from 25 Years of Animation</i>, Chronicle Books</li> </ul>
Article/Paper List	This Course does not have any article/paper resources	
Other References	This Course does not have any other resources	