



UNIVERSITI TEKNOLOGI MARA

CTA443: DIMENSIONAL DESIGN FOR ANIMATION

Course Name (English)	DIMENSIONAL DESIGN FOR ANIMATION APPROVED
Course Code	CTA443
MQF Credit	2
Course Description	This course emphasizes the dimensional drawings through development of basic drafting skills, visualization, and solution of spatial problems in order to deliver dynamic design. Students will learn about isometric and orthographic drawings of different location, that is, interior and exterior settings and also the structural and formation of geometrical objects namely vehicles, household items and other geometrical-related objects. This course works in collaboration with the 2D Animation Workshop course which contributes in designing dimensional objects.
Transferable Skills	DEMONSTRATE THE ABILITY TO DREAM, IMAGINE AND VISUALIZE
Teaching Methodologies	Lectures, Studio, Practical Classes, Presentation
CLO	CLO1 Adapt the techniques of dimensional and perspective drawings. CLO2 Execute further drawings and graphical skills in solving problems for 2D or 3D animation CLO3 Demonstrate dynamic drawing (visualization) of ideas and concepts of dimensional drawing and understanding for 2D and 3D animation application
Pre-Requisite Courses	No course recommendations
Topics	
1. Basic Perspective Form Drawing 1.1) (a) 1-point perspective 1.2) (b) 2-point perspective 1.3) (c) 3-point perspective	
2. Basic Perspective Form Drawing 2.1) 1. Define foreshortening 2.2) 2. Freehand drawing techniques 2.3) 3. Compose a perspective view 2.4) 4. Exercise-basic drawing composition	
3. Basic Perspective Form Drawing 3.1) 1. Orthographic drawing 3.2) 2. Symmetrical forms 3.3) 3. Demonstrate realism and dynamism 3.4) 4. Basic perspective drawing 3.5) 5. Define space – deep space, shallow space, ambiguous space, infinite space 3.6) 6. Outdoor drawing & Exercise-basic drawing composition	
4. Basic Perspective Form Drawing 4.1) 1. Freehand drawing techniques 4.2) 2. Compose a perspective view 4.3) 3. Concept art drawing 4.4) 4. Exercise – color study of different types & techniques.	
5. 3D Concept Drawing 5.1) 1. Characterize section drawing 5.2) 2. Positioning 5.3) 3. Complex form building Imaginative drawings	
6. Vehicle Drawing 6.1) 1. Generate section drawing 6.2) 2. Methods of constructing perspective	

7. Freehand drawing techniques 7.1) Building vehicle forms & design
8. ADVANCE 3D Concept Drawing 8.1) 1. Characterize section drawing 8.2) 2. Positioning 8.3) 3. Complex form building Imaginative drawings
9. ADVANCE Vehicle Drawing (Imaginative & Concept Design Drawing-concept) 9.1) ? Generate section drawing 9.2) ? Methods of constructing perspective 9.3) ? Freehand drawing techniques 9.4) ? Building vehicle forms & design
10. Environmental Drawing 10.1) ? Rendering a Cinematic Environment 10.2) ? Design strategy 10.3) ? Marker/mix media rendering 10.4) ? Construct final line drawing
11. Environmental Drawing 11.1) Rendering a Cinematic Environment & Discuss planning
12. Finalizing Environmental Drawing 12.1) ? Dramatic lighting 12.2) ? Focal point 12.3) ? Establish depth 12.4) ? Adding details
13. Final Project 13.1) Assessment
14. Final Project 14.1) Assessment

Assessment Breakdown		%	
Continuous Assessment		100.00%	

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	Assignment 1	30%	CLO1
	Assignment	Assignment 2	30%	CLO2
	Final Project	Final Project	40%	CLO3

Reading List	Recommended Text	<ul style="list-style-type: none"> • Striegel O 2006, <i>Drawing in Perspective</i>, Sterling • Dermot Walshe 2007, <i>Mean Machines</i>, IMPACT [ISBN: 1581808283]
	Reference Book Resources	<ul style="list-style-type: none"> • Dermot Walshe 2007, <i>Mean Machines</i>, IMPACT [ISBN: 1581808283] • Ron Tiner 2008, <i>Drawing from your Imagination</i>, David & Charles [ISBN: 0715329251] • Andy Smith 2000, <i>Drawing Dynamic Comics</i>, Watson-Guption Publications [ISBN: 0823003124] • Keith Thompson 2007, <i>Fifty Fantasy Vehicles to Draw and Paint</i>, David & Charles Publishers [ISBN: 9780715326831] • Francis Tsai 2008, <i>100 Ways to Create Fantasy Figures</i>, IMPACT [ISBN: 1600611192]

Article/Paper List	This Course does not have any article/paper resources
Other References	<ul style="list-style-type: none"> • Book Montague J 2004, <i>Basic Perspective: A Visual Guide</i>, Wiley