



## UNIVERSITI TEKNOLOGI MARA

### FAA542: 2D ANIMATION PROJECT

<b>Course Name (English)</b>	2D ANIMATION PROJECT <b>APPROVED</b>
<b>Course Code</b>	FAA542
<b>MQF Credit</b>	4
<b>Course Description</b>	In this project-based course, students work as a team and will be guided to produce a short 2D animated in preparation for the final year project. The final product should be composed of an appropriate story, music, dialogue, special effects and etc. The students will be supervised throughout the planning and process of the animation production of any chosen techniques and styles which should be documented in a report. A series of seminar, workshop, presentation and critiques session will be conducted to enhance the understanding of production from pre-production, production and post-production.
<b>Transferable Skills</b>	Apply numerical skills to interpret, use and analyse information and subject matter.
<b>Teaching Methodologies</b>	Lectures, Studio, Tutorial
<b>CLO</b>	CLO1 Develop an understanding of the animation process from pre-production, production and post-production. CLO2 Designs and produce a complete 2D animation project under supervision. CLO3 Pitch, defend and present the process of pre-production, production and post-production for critical evaluation.
<b>Pre-Requisite Courses</b>	No course recommendations
<b>Topics</b>	
<b>1. 1. Briefing &amp; Introduction</b> 1.1) Developing story, idea and concept.	
<b>2. 2. Script and treatments.</b> 2.1) Project Development and Critic Session 1: Storytelling, Idea and Concept	
<b>3. 3. Storyboard, Character and background design.</b> 3.1) Models and puppet making and developing the set.	
<b>4. 4. Introduction to Sound and Music</b> 4.1) Project Development and Critic Session 2: Storyboard, Character and Background Design	
<b>5. 5. Animatic</b> 5.1) Presentation & Discussion on Animatic	
<b>6. 6. Techniques, tool and equipment</b> 6.1) Knowing the software, shooting equipment, camera and lighting.	
<b>7. 7. Production 1</b> 7.1) Work in progress	
<b>8. 8. Production 2</b> 8.1) Work in progress	
<b>9. 9. Production 3</b> 9.1) Work in progress	
<b>10. 10. Post Production 1</b> 10.1) Editing, visual effect & compositing 1	
<b>11. 11. Post Production 2</b> 11.1) Editing, visual effect & compositing 2	

**12. 12. Post Production 3**

12.1) Final editing &amp; audio

**13. 13. Final Project Presentation & Assessment 1**

13.1) Internal assessment session

**14. 14. Final Project Presentation & Assessment 2**

14.1) Animation Kingdom The Showcase with an external assessor.

<b>Assessment Breakdown</b>	<b>%</b>
Continuous Assessment	100.00%

<b>Details of Continuous Assessment</b>	<b>Assessment Type</b>	<b>Assessment Description</b>	<b>% of Total Mark</b>	<b>CLO</b>
	Assignment	Project Development and Critic Session 2: Storyboard, Character and Background Design.	30%	CLO2
	Assignment	Project Development and Critic Session 1: Storytelling, Idea and Concept	30%	CLO1
	Final Project	Presentation	40%	CLO3

<b>Reading List</b>	<b>Recommended Text</b>	<ul style="list-style-type: none"> <li>• William, R 2009, <i>The Animator's Survival Kit</i>, Faber and Faber Limited</li> <li>• White, T 2009, <i>How To Make Animated Film</i>, Elsevier, Inc</li> <li>• Purves, B 2010, <i>Basic Animation, Stop-motion</i>, AVA Publishing</li> </ul>
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<b>Article/Paper List</b>	This Course does not have any article/paper resources
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<b>Other References</b>	<ul style="list-style-type: none"> <li>• Book Winder, Catherine &amp; Dowlatabadi, Zahra 2001, <i>Producing Animation</i>, Focal Press</li> <li>• Book Culhane, Shamus. 1989, <i>Animation: From Script to Screen</i>, St Martin Press</li> <li>• Book Laybourne, Kit and Canemaker, John 1998, <i>The Animation Book: A Complete Guide to Animated Filmmaking--From Flip-Books to Sound Cartoons to 3D Animation</i></li> <li>• Book Beauchamp, Robin 2005, <i>Designing Sound for Animation</i></li> <li>• Book Designing Sound for Animation 2005, <i>Animation: The Mechanics of Motion</i>, Focal Press</li> </ul>
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