



UNIVERSITI TEKNOLOGI MARA

FFA114: ANIMATION HISTORY AND TECHNOLOGY

Course Name (English)	ANIMATION HISTORY AND TECHNOLOGY APPROVED
Course Code	FFA114
MQF Credit	3
Course Description	This course is an introduction to the history and development of the field of animation. We will explore this course from various perspectives through chronology, from its prehistory before the invention of film and animation to the present day by form, including method and techniques by culture, comparing the US to Japan, West and Eastern Europe and Southeast Asia by topics and by personality, concentrating on the figures who have shaped the art form and continue to influence it through their example. Students are expected to bring an enthusiastic interest in the techniques, and effort to reading about, viewing, researching and discussing animation and the artists who have created it. There are assignment, discussion, reading questions, and quizzes throughout the semester.
Transferable Skills	Demonstrate ability to identify and articulate self skills, knowledge and understanding confidently and in a variety of contexts
Teaching Methodologies	Lectures, Blended Learning
CLO	CLO1 Recall the development of animation and the technologies involved in the past history. CLO2 Explain the theoretical knowledge of animation used throughout the history, from the past until current time. CLO3 Integrate the relationship of aesthetics, qualities, artistic, technologies and advancements in animation technologies.
Pre-Requisite Courses	No course recommendations
Topics	
1. Introduction and Course Briefing 1.1) a. Course Outline 1.2) b. Introduction to History of Animation	
2. The Beginning of Animation 2.1) The Silent Era	
3. The Era of Animation Studio 3.1) Disney Studio, MGM, Warner Bros and Others	
4. Animated Characters 4.1) a. Disney 4.2) b. Warner Bros 4.3) c. MGM Studio 4.4) d. Universal Studio	
5. Animation in the Europe 5.1) a. Western Europe 5.2) b. Eastern Europe	
6. The Development of Experimental Animation 6.1) Experimental Animation Techniques	
7. Animation in Asia 7.1) a. Southeast Asia Animation 7.2) b. Japanese Animation	

8. Animation in Malaysia 8.1) a. Introduction 8.2) b. Animation Industry 8.3) c. Animator in Malaysia
9. The Advancement of Computer Graphics and The Style Guide 9.1) a. Development of 3D Technology 9.2) b. 3D Animation Process
10. The Advancement of Graphics & Technology 10.1) Understanding on 3D Animation software and tools
11. The Advancement of Computer Graphics and The Style Guide 11.1) a. Development of CGI 11.2) b. Visual Effect Technology 11.3) c. CGI and Visual Effect Contribution
12. Final Test 12.1) Classroom Examination All Topics
13. Final Works Refining and Retouching 13.1) Individual Project
14. Video Presentation 14.1) Presentation
15. Submission Day 15.1) Individual Short Animation Project

Assessment Breakdown	%
Continuous Assessment	100.00%

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	Quiz 1 & 2	30%	CLO1
	Final Test	Interpret the relationship of aesthetics, qualities, artistic & technologies.	40%	CLO2
	Individual Project	Video	30%	CLO3

Reading List	Recommended Text	<ul style="list-style-type: none"> • Douglas Gomery. 1991. <i>Movie History: A Survey</i>. California: Wadsworth Publishing, <i>Movie History: A Survey</i> • Halas, John. 1990. <i>The Contemporary Animator</i>. Great Britain: Focal Press, <i>The Contemporary Animator</i>
	Reference Book Resources	<ul style="list-style-type: none"> • Bendazzi, Giannalberto. 1994. <i>Cartoons: One Hundred Years of Cinema Animation.</i>, <i>Cartoons: One Hundred Years of Cinema Animation</i> • Grant, John. 2001. <i>Masters of Animation</i>. London: Watson-Guptill, <i>Masters of Animation</i> • Lent, John A. 2001. <i>Animation in Asia and the Pacific</i>. John Libbey & Co Ltd, <i>Animation in Asia and the Pacific</i>
Article/Paper List	This Course does not have any article/paper resources	
Other References	This Course does not have any other resources	