



**UNIVERSITI TEKNOLOGI MARA**  
**FFA122: ANIMATION: STORYTELLING AND STORYBOARDING**

<b>Course Name (English)</b>	ANIMATION: STORYTELLING AND STORYBOARDING <b>APPROVED</b>
<b>Course Code</b>	FFA122
<b>MQF Credit</b>	3
<b>Course Description</b>	This course focuses on the method to conceptualized animation story and narrative. It can also become the best communication mode to deliver idea and concept of narrative and plot flows to the animator and production team thus create a rough idea on how the animation would be in the final stage. This course also focuses on the technical aspects of storyboard construction and its significance of images, characters movement and cinematography aspects into the storyboard. Storyboarding is the important process of pre-production stage of an animation construction by the methods of illustration manually or digitally by software.
<b>Transferable Skills</b>	Apply numerical skills to interpret, use and analyse information and subject matter  Be able to analyze the critical and analytical aspect of Character Development and Theme/ Genre in Animation Films.  Practice, Develop Ideas & write in Script Writings or Storytelling in Animation Films.  Work safely and accurately within time management constraints
<b>Teaching Methodologies</b>	Lectures, Blended Learning, Studio, Demonstrations, Discussion
<b>CLO</b>	CLO1 Apply the general principles and elements in storyboard constructions CLO2 Adapt to the development and building of communicative storyboards CLO3 Conceptualize professionally in handling storyboarding development to present animation idea, narrative and concept
<b>Pre-Requisite Courses</b>	No course recommendations
<b>Topics</b>	
<b>1. Week 1 - The Storyboard's Beginnings &amp; Course Briefing</b> 1.1) 1. Important of good storytelling & 1.2) storyboarding 1.3) 2. Films screening	
<b>2. Week 2 - Analyzing a Scene Movie Screening</b> 2.1) 3. Journey Hero and Pixar Story Design 2.2) Philosophy 2.3) 4. Research materials (storyline, location, 2.4) theme, cultural, inspiration)	
<b>3. Week 3 - The Arrangement Of Compositional Elements</b> 3.1) 5. Films Language and Mise en scene 3.2) 6. Composition Elements	
<b>4. Week 4 - Presentation</b> 4.1) SUBMISSION AND PRESENTATION 4.2) ASSIGNMENT 1	
<b>5. Week 5 - From Script to Screen</b> 5.1) 7. Script Treatment 5.2) 8. Thumbnails	
<b>6. Week 6 - Fundamentals of Shots : The Shot's Function As Part Of The Narrative Flow</b> 6.1) 9. Introduction to storyboard template 6.2) 10. Drawing panels in storyboarding	

<b>7. Week 7 - The Visual Language of Cinema: Cinematography</b> 7.1) 11. Function of cameras
<b>8. Week 8 - Perspective and Depth of Field Lighting</b> 8.1) 12. Color and mood
<b>9. Week 9 - Presentation</b> 9.1) SUBMISSION ASSIGNMENT 2
<b>10. Week 10 - Composition and music</b> 10.1) 13. Composition layout 10.2) 14. Sound foley
<b>11. Week 11 - Special Effects in Storyboarding</b> 11.1) 15. Storyboarding process
<b>12. Week 12 - Storyboard</b> 12.1) 16. Storyboarding process
<b>13. Week 13 - Animatic for storyboard</b> 13.1) 17. Sound & Editing
<b>14. Week 14 - Presentation &amp; Submission</b> 14.1) FINAL PROJECT SUBMISSION & 14.2) PRESENTATION

Assessment Breakdown	%
Continuous Assessment	100.00%

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	Process 1: Story & Concept, Character, and Location Design	30%	CLO1
	Assignment	Process 2: Story Treatment, and Thumbnails	30%	CLO2
	Final Project	Process 3: FINAL: Storyboarding and Presentation	40%	CLO3

Reading List	Recommended Text	<ul style="list-style-type: none"> <li>• Hart, John 1999, <i>The Art of the Storyboard: Storyboarding for Film, TV and Animation</i>, Focal Press USA</li> <li>• David Gerrold 2001, <i>Worlds of Wonder: How to Write Science Fiction and Fantasy</i>, Titan Books London [ISBN: ISBN 1-840233]</li> <li>• Karen Sullivan 1999, <i>Ideas For The Animated Short: Finding and Building Stories</i>, Focal Press USA [ISBN: ISBN 978-0240]</li> <li>• Marcy Begleiter 2001, <i>From Word to Image: Storyboarding and The Filmmaking Process</i>, USA, Michael Wiese Productions [ISBN: ISBN 0-941188]</li> <li>• Mark Simon 2000, <i>Storyboards: Motion in Art</i>, Focal Press USA [ISBN: ISBN 0-240803]</li> <li>• Raymond G Frensham 1996, <i>Screenwriting</i>, UK, Hodder &amp; Stoughton [ISBN: ISBN 0-340603]</li> <li>• Tony C. Caputo 2003, <i>Visual Storytelling: The Art and Technique</i>, Watson-Guptill Publications USA [ISBN: ISBN 0-823003]</li> <li>• Wendy Tumminello 2005, <i>Storyboarding: An in-depth Guide to the Art and Techniques of Contemporary Storyboarding</i>, Thomson Delmar Learning Canada [ISBN: ISBN140182715]</li> </ul>
Article/Paper List	This Course does not have any article/paper resources	
Other References	This Course does not have any other resources	