



**UNIVERSITI TEKNOLOGI MARA**

**FFA243: POST-PRODUCTION FOR ANIMATION**

<b>Course Name (English)</b>	POST-PRODUCTION FOR ANIMATION <b>APPROVED</b>
<b>Course Code</b>	FFA243
<b>MQF Credit</b>	4
<b>Course Description</b>	This course focuses on the post-production process towards the completion of the short animation. The students will be able to assemble, edit and finesse rough animation to complete it with visual effects and audio (music, sound effects and dialogues). The course is designed to prepare them with ample time to calibrate animation skills and story idea with the marketing plan/ film festivals. At the end of the semester, the students are required to present and defend the product at a final school wide viewing.
<b>Transferable Skills</b>	Identify the post-production process and its function towards the completion of the short animation.  Assemble, edit and finesse rough animation to complete it with visual effects and audio (music, sound effects and dialogues).  Calibrate animation skills and story idea with the marketing plan/ film festivals.
<b>Teaching Methodologies</b>	Lectures, Blended Learning, Tutorial, Presentation
<b>CLO</b>	CLO1 Design various animation theories onto the final animation project. CLO2 Serve solid arguments to support the development of their own final product. CLO3 Formulate post-production setbacks with various animation techniques.
<b>Pre-Requisite Courses</b>	No course recommendations
<b>Topics</b>	
<b>1. WEEK 1 Course Briefing</b> 1.1) Introduction	
<b>2. WEEK 2 Marketing your Film</b> 2.1) Portfolio & Film Festival 2.2) Inspirational Animations	
<b>3. WEEK 3 Brainstorming I</b> 3.1) Synopsis & Concept, 3.2) Characters & Backgrounds, 3.3) Animatic	
<b>4. WEEK 4 Brainstorming II</b> 4.1) Role in FYP	
<b>5. WEEK 5 Introduction to After Effects</b> 5.1) Creating New Compositing & Timeline and 5.2) Navigation	
<b>6. WEEK 6 Depth Studies</b> 6.1) Basic Camera Animation in After Effects	
<b>7. WEEK 7 Poster</b> 7.1) Poster for FYP	
<b>8. WEEK 8 Special FX</b> 8.1) Audio & Sound FX	
<b>9. WEEK 9 Internship Process</b> 9.1) Preparation on Portfolio & Showreel	

<b>10. WEEK 10 Editing Process</b> 10.1) Cutting, moving, stretching in the Timeline
<b>11. WEEK 11 Final Editing</b> 11.1) Editing process
<b>12. WEEK 12 Rendering</b> 12.1) Rendering Format
<b>13. WEEK 13 Post Production</b> 13.1) Final Assignment Progress
<b>14. WEEK 14 Final Presentation &amp; Assessment</b> 14.1) Presentation

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
	Assignment	Final Assessment	40%	CLO3

  

Reading List	Recommended Text	<ul style="list-style-type: none"> <li>• Tim Jones; Barry Kelly; Allan Rosson; David Wolfe 2007, <i>Foundation Flash Cartoon Animation</i>, Apress USA</li> </ul>
	Reference Book Resources	<ul style="list-style-type: none"> <li>• Mark A. Simon 2003, <i>Producing Independent 2D Character Animation.</i>, Focal Press UK</li> <li>• Sandro Corsaro &amp; Clifford J. Parrott 2004, <i>Hollywood 2D Digital Animation: The New Flash Production Revolution</i>, Cengage Learning USA</li> <li>• Jeremy Robinson &amp; Tom Mungovan 2003, <i>The Screenplay Workbook: The Writing before the Writing</i>, Watson-Guption Publications USA:New York</li> <li>• Preston J. Blair 2003, <i>Animation 1: Learn to Animate Cartoons Step by Step (Cartooning Book).</i>, Walter Foster Publishing Inc. USA/California</li> </ul>

  

<b>Article/Paper List</b>	This Course does not have any article/paper resources
<b>Other References</b>	This Course does not have any other resources