



UNIVERSITI TEKNOLOGI MARA

NMC411: PRINCIPLES OF ANIMATED CONTENT

Course Name (English)	PRINCIPLES OF ANIMATED CONTENT APPROVED				
Course Code	NMC411				
MQF Credit	3				
Course Description	This course introduces the student to the basic theory and concepts of animation. Students will be introduced to the 12 basic principles of animation as outlined by Disney's nine old men since 1930's and utilized as an important element used by the animation masses throughout the world either in 2D animation or 3D animation. Emphasis will be on the processes involved in creation of animation looking at the pipeline process of 2D and 3D animation. Study of the history of animation and terminology will be taught as well as to outlay the foundation on how 2D and 3D animation developed through its rich history around the world. Students will then develop skills within the various fields of animation in terms of traditional hand drawn to computer graphics and also the animation software as the medium as well as sketching and drawing at the initial stages of the course.				
Transferable Skills	1. iClone 7 2. Crazy Talk Animator 3 3. Adobe Photohop 4. Adobe Illustrator 5. Adobe After Affect 6. Adobe Premier Pro 7. Final Cut Pro				
Teaching Methodologies	Lectures, Lab Work, Studio, Practical Classes, Tutorial, Discussion, Presentation				
CLO	CLO1 Understand and recognize the use of basic animation theory and concepts CLO2 Apply the 12 basic principles of animation as outlined by Disney's nine old men. CLO3 Develop an understanding of the development of animation through its history in various field including 2D & 3D animation. CLO4 Develop basic skills within the various fields of animation from the traditional of hand drawn animation to computer graphics				
Pre-Requisite Courses	No course recommendations				
Reading List	<table border="1"><tr><td>Recommended Text</td><td><ul style="list-style-type: none">Chris Patmore 2003, <i>The Complete Animation Course</i>, Barron's Educational Series [ISBN: 0764123998]Maureen Furniss 2008, <i>The Animation Bible</i>, Harry N. Abrams [ISBN: 081099545X]</td></tr><tr><td>Reference Book Resources</td><td><ul style="list-style-type: none">Richard Williams 2012, <i>The Animator's Survival Kit</i>, Macmillan [ISBN: 086547897X]Frank Thomas, Ollie Johnston 1995, <i>The illusion of life</i>, Disney Editions [ISBN: 0786860707]</td></tr></table>	Recommended Text	<ul style="list-style-type: none">Chris Patmore 2003, <i>The Complete Animation Course</i>, Barron's Educational Series [ISBN: 0764123998]Maureen Furniss 2008, <i>The Animation Bible</i>, Harry N. Abrams [ISBN: 081099545X]	Reference Book Resources	<ul style="list-style-type: none">Richard Williams 2012, <i>The Animator's Survival Kit</i>, Macmillan [ISBN: 086547897X]Frank Thomas, Ollie Johnston 1995, <i>The illusion of life</i>, Disney Editions [ISBN: 0786860707]
Recommended Text	<ul style="list-style-type: none">Chris Patmore 2003, <i>The Complete Animation Course</i>, Barron's Educational Series [ISBN: 0764123998]Maureen Furniss 2008, <i>The Animation Bible</i>, Harry N. Abrams [ISBN: 081099545X]				
Reference Book Resources	<ul style="list-style-type: none">Richard Williams 2012, <i>The Animator's Survival Kit</i>, Macmillan [ISBN: 086547897X]Frank Thomas, Ollie Johnston 1995, <i>The illusion of life</i>, Disney Editions [ISBN: 0786860707]				
Article/Paper List	This Course does not have any article/paper resources				
Other References	This Course does not have any other resources				