UNIVERSITI TEKNOLOGI MARA
CGD453: TWO DIMENSIONAL ARTS AND ANIMATION

Course Name (English)	TWO DIMENSIONAL ARTS AND ANIMATION APPROVED
Course Code	CGD453

MQF Credit	3

Course Description	This course introduces students to 2-dimensional arts, digital arts and animation. The basic principles of digital animation are reviewed, including character development and story conception through production. Students will learn the technique used in the animation and games industry, as well as basic animation methods, including staging, timing, anticipation, squash & stretch, exaggeration and arcs.

Transferable Skills	Dependability Teamwork Technology literacy

Teaching Methodologies	Lectures, Studio, Tutorial, Self-directed Learning

CLO	CLO1	Define basic principles and fundamentals of 2D artworks and animation (C1, PO1).
	CLO2	Create 2D artworks and animation to be integrated into a game.
	CLO3	Perform various tools and techniques for 2D game implementation in a teamwork-based (A3, PO4).

Pre-Requisite Courses	No course recommendations

Topics
1. Introduction and History of 2D Games Art and Animation 1.1) N/A
2. A career as a 2D Game Artist and Animator 2.1) N/A
3. Introduction to Types of Digital Drawings and the application. 3.1) N/A
4. Differentiate Animation and Simulation 4.1) N/A
5. Different Types of Art Styles. 5.1) N/A
6. Different Types of Animations. 6.1) N/A
7. The Principles of Animation 7.1) N/A
8. Arts and Animations Pipelines 8.1) N/A
9. Developing Ideas, Characters and Layouts for animation. 9.1) N/A
10. The Art of Storyboarding 10.1) N/A
11. Audio Implementation 11.1) N/A
12. Practical Application of Technology (Animation) 12.1) N/A

13. Assets Creations
13.1) N/A

Assessment Breakdown	%
Continuous Assessment	100.00%

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	Formative	30%	CLO1
	Assignment	Formative	30%	CLO2
	Assignment	Summative	40%	CLO3

Reading List	Recommended Text	• **Richard Williams 2002, *The Animator's Survival Kit*, Faber & Faber [ISBN: 0571202284]**
	Reference Book Resources	• **Isaac Victor Kerlow 2000, *The art of 3-D*, Wiley [ISBN: 047136004X]** • **Jean Ann Wright 2005, *Animation Writing and Development*, Taylor & Francis [ISBN: 9780240805498]** • **Giuseppe Cristiano, *The Storyboard Design Course* [ISBN: 9780500286906]**
Article/Paper List	This Course does not have any article/paper resources	
Other References	This Course does not have any other resources	