



UNIVERSITI TEKNOLOGI MARA

CTA462: ACTING FOR ANIMATION

Course Name (English)	ACTING FOR ANIMATION APPROVED
Course Code	CTA462
MQF Credit	2
Course Description	This course focuses on essential acting concepts such as movement and action, acting and reacting and character's objective . In other words, it explores the connections between thinking, emotion and physical action in relation to the character-driven animation. Students will also learn the psychology and sociology of every character, acted out. Besides the understanding of acting theory, this course emphasizes the importance of principles of animation.
Transferable Skills	<ol style="list-style-type: none">1. Demonstrate ability to identify and articulate self skills, knowledge and understanding confidently and in a variety of contexts.2. Demonstrate ability to manage personal performance to meet expectations and demonstrate drive, determination, and accountability.3. Demonstrate ability to communicate clearly and confidently, and listen critically.4. Demonstrate the ability to dream, imagine and visualize.
Teaching Methodologies	Lectures, Studio, Practical Classes
CLO	<p>CLO1 Display the ability to act and develop a dynamic movement according to the need of a character</p> <p>CLO2 Explain every emotion of a character by identifying the character's psychology and sociology.</p> <p>CLO3 Analyse critically every action and movement and concurrently put into operation to the cartoon character</p>
Pre-Requisite Courses	No course recommendations
Topics	
1. Basic Acting Theory & Practice 1.1) Acting Theories	
2. Basic Acting Theory & Practice 2.1) How to become a good actor	
3. Principles of Animation 3.1) The 12 Principles of Animation	
4. Principles of Animation 4.1) The application of the 12 Principles of Animation in acting	
5. Emotional Recall and Projection / Relaxation 5.1) Types of Emotions	
6. Emotional Recall and Projection / Relaxation 6.1) Relaxation and acting	
7. Body Language, Gestures and Postures 7.1) Maintaining body language, gestures and postures based on the characters	
8. Body Language, Gestures and Postures 8.1) Applying body language, gestures and postures in acting	
9. Facial Expression and Speech 9.1) 7 Universal Facial Expressions	

10. Facial Expression and Speech 10.1) Practicing facial expressions in acting, microexpression
11. Character and Personality 11.1) 16 Types of Personality
12. Character and Personality 12.1) Studying animation character,s personalities
13. Voice Acting 13.1) Vocal range, accent
14. Voice Acting 14.1) Applying Voice Acting

Assessment Breakdown		%		
Continuous Assessment		100.00%		

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	Assignment 2	25%	CLO2
	Assignment	Assignment 1	55%	CLO1
	Final Project	Final Project	20%	CLO3

Reading List	Recommended Text	<ul style="list-style-type: none"> • Hooks, Ed 2011, <i>Acting for Animators</i>, 3rd Ed., .Routledge USA
	Reference Book Resources	<ul style="list-style-type: none"> • Thomas, Frank & Johnston, Ollie 1995, <i>The Illusion of Life: Disney Animation</i>, Walt Disney Productions New York • Whitaker, Harold & Halas, John 2009, <i>Timing for Animation</i>, Focal Press

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