



UNIVERSITI TEKNOLOGI MARA

CTA563: ANIMATION HISTORY AND TECHNOLOGY

Course Name (English)	ANIMATION HISTORY AND TECHNOLOGY APPROVED
Course Code	CTA563
MQF Credit	3
Course Description	This course introduces students to the history of animation and its technology of different techniques and stylistic approaches from the early days of paintings on cave walls, wayang kulit to contemporary CGI animation. It includes the development of animation in the west, studio-based production, European animation, experimental and Avant-Garde animation, Asian and Japanese as well as Malaysian animation which also sees the influences of society, culture and events and its impact on animation.
Transferable Skills	Demonstrate ability to identify and articulate self-skills, knowledge and understanding confidently and in a variety of contexts.
Teaching Methodologies	Lectures, Blended Learning, Practical Classes, Tutorial
CLO	<p>CLO1 Analyze the historical trends in animation to identify the origins of animation history.</p> <p>CLO2 Demonstrate a relationship of aesthetic, quality, artistic, technologies and the advancement of animation for the writing assessment.</p> <p>CLO3 Explain animation types and history era through interview, video recording and documentation for presentation</p>
Pre-Requisite Courses	No course recommendations
Topics	
1. Course Briefing & Introduction	
1.1) Introduction to History of Animation	
2. The Beginning of Animation	
2.1) The Silent Era	
3. The Era of Animation Studio	
3.1) Disney Studio, MGM, Warner Bros and Others	
4. Animated Characters	
4.1) Disney, Warner Bros and Others	
5. Animation Characters	
5.1) Individual Assignment	
6. Animation in the Europe	
6.1) Western and Eastern Europe	
7. The Development of Experimental Animation	
7.1) Experimental Animation and Stop Motion	
8. Animation in Asia	
8.1) Animation in Southeast Asia and Japanese Animation	
9. Anime: The Japanese Animation	
9.1) The History of Anime	
10. Animation in Malaysia	
10.1) History of animation in Malaysia	
11. Animation in Malaysia	
11.1) Discussion	

12. The Advancement of Computer Graphics & the Development of Technology

12.1) Cel Animation to 2D and 3D

13. The Advancement of Computer Graphics & the Development of Technology

13.1) Animatronics and Mocap

14. The Advancement of Computer Graphics & the Development of Technology

14.1) Submission & Presentation Group Assignment 2

Assessment Breakdown	%
Continuous Assessment	60.00%
Final Assessment	40.00%

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	Individual Assignment 1	15%	CLO1
	Assignment	Group Assignment	20%	CLO3
	Assignment	Individual Assignment 2	25%	CLO2

Reading List	Recommended Text	<ul style="list-style-type: none"> • Stephen Cavalier, Sylvain Chomet 2011, <i>The World History of Animation</i>, University of California Press • John A. Lent 2001, <i>Animation in Asia and the Pacific</i>, Indiana University Press
	Reference Book Resources	<ul style="list-style-type: none"> • Tom Sito 2013, <i>Moving Innovation: A History of Computer Animation</i>, MIT Press • Jonathan Clements 2013, <i>Anime: A History</i> [ISBN: 978-18445739] • Tom Gasek 2011, <i>Frame-By-Frame Stop Motion: The Guide to Non-Traditional Animation Techniques</i>, Focal Press [ISBN: 978-024081728]

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