



UNIVERSITI TEKNOLOGI MARA

CTS233: INTRODUCTION TO ANIMATION

Course Name (English)	INTRODUCTION TO ANIMATION APPROVED
Course Code	CTS233
MQF Credit	3
Course Description	This course is introduced to students in providing them the opportunity and exposure to learn animation from theory which includes the history of animation, techniques and principles. Meanwhile the practical aspect involves hands-on lab work using computer animation software. Students will be guided to comprehend the entire production as well as the process of different techniques in animation and produce a short 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 analytical skills using technology.3. Demonstrate professional skills, knowledge and competencies.
Teaching Methodologies	Lectures, Blended Learning, Demonstrations, Tutorial, Presentation, Computer Aided Learning
CLO	<p>CLO1 Recognize the basic concept and structure in animation</p> <p>CLO2 Identify the important components in animation such as character design, storyboarding, handling computer animation software and experimental-based techniques</p> <p>CLO3 Analyse knowledge of the early animation and other related theories</p>
Pre-Requisite Courses	No course recommendations
Topics	
1. Introduction to Animation 1.1) What is animation? 1.2) Types of animation	
2. Animation Process & Techniques 2.1) 2D Animation	
3. History of Animation I (Western) 3.1) Disney, Canada, European	
4. Animation Process & Techniques 4.1) Stop-motion 1	
5. Animation Process & Techniques 5.1) Stop-motion 2	
6. History of Animation II (Asia) 6.1) Malaysia, Japan, China, etc.	
7. Final Project 7.1) Pre-Production 1	
8. Final Project 8.1) Pre-Production 2	
9. Final Project 9.1) Production for Animation 1	
10. Final Project 10.1) Production for Animation 2	

11. Final Project 11.1) Production for Animation 3
12. Final Project 12.1) Post-Production for Animation
13. Consultation 13.1) Troubleshooting
14. Final Project Submission & Presentation. 14.1) Summary of the whole topics

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 - Flip book	20%	CLO1
	Assignment	Group Assignment - Stop Motion	20%	CLO1 , CLO2
	Assignment	Quiz	20%	CLO1 , CLO2 , CLO3

Reading List	Recommended Text	<ul style="list-style-type: none"> • Priebe, Ken A. 2006, <i>The Art of Stop-Motion Animation</i>, Thomson Course Technology United Kingdom
	Reference Book Resources	<ul style="list-style-type: none"> • Winder, Catherine & Dowlatabadi, Zahra 2001, <i>Producing Animation</i>, Second Ed., Focal Press USA • Grant, John 2001, <i>Masters of Animation</i>, Watson-Guptill London • Whitaker, Harold & Halas, John 2009, <i>Timing for Animation</i>, Second Ed., Focal Press United Kingdom • Priebe, Ken A. 2010, <i>The Advanced Art of Stop-Motion Animation</i>, Course Technology PTR USA
Article/Paper List	This Course does not have any article/paper resources	
Other References	This Course does not have any other resources	