UNIVERSITI TEKNOLOGI MARA
FAC412: ANIMATION HISTORY DAN TECHNOLOGY

Course Name (English)	ANIMATION HISTORY DAN TECHNOLOGY `APPROVED`
Course Code	FAC412

MQF Credit	3

Course Description	This course is an introduction to the history and development of the field of animation. We will explore this course from various perspectives through chronology, from its prehistory before the invention of film and animation to the present day by form, including method and techniques by culture, comparing the US to Japan, West and Eastern Europe and Southeast Asia by topics and by personality, concentrating on the figures who have shaped the art form and continue to influence it through their example. Students are expected to bring an enthusiastic interest in the techniques, and effort to reading about, viewing, researching and discussing animation and the artists who have created it. There are assignment, discussion, reading questions, and quizzes throughout the semester.

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

CLO	CLO1 Indicate the development of animation and the technologies involved in the past history
	CLO2 Appraise the theoretical knowledge of animation used throughout the history, from the past until current time.
	CLO3 Interpret the relationship of aesthetics, qualities, artistic, technologies and advancements in animation technologies.

Pre-Requisite Courses	No course recommendations

Topics
1. Introduction and Course Briefing 1.1) a. Course Outline 1.2) b. 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) a. Disney 4.2) b. Warner Bros 4.3) c. MGM Studio 4.4) d. Universal Studio
5. Animation in the Europe 5.1) a. Western Europe 5.2) b. Eastern Europe
6. The Development of Experimental Animation 6.1) Experimental Animation Techniques
7. Animation in Asia 7.1) a. Southeast Asia Animation 7.2) b. Japanese Animation

8. Animation in Malaysia 8.1) a. Introduction 8.2) b. Animation Industry 8.3) c. Animator in Malaysia
9. The Advancement of Computer Graphics and The Style Guide 9.1) a. Development of 3D Technology 9.2) b. 3D Animation Process
10. The Advancement of Computer Graphics and The Style Guide 10.1) a. Development of CGI 10.2) b. Visual Effect Technology 10.3) c. CGI and Visual Effect Contribution
11. Examination 11.1) Classroom Examination All Topics
12. Final Works Refining and Retouching 12.1) Group Assignment
13. Final Portfolio Presentation 13.1) Presentation
14. Submission Day 14.1) Final Project

Assessment Breakdown	%
Continuous Assessment	100.00%

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	Quiz 1 & 2	30%	CLO3
	Final Test	Interpret the relationship of aesthetics, qualities, artistic & technologies.	40%	CLO1
	Individual Project	Video	30%	CLO2

Reading List	Recommended Text	• Maureen Furniss, *A New History of Animation* [ISBN: 0500292094]
	Reference Book Resources	• **Tom Sito 2015, *Moving Innovation*, Mit Press [ISBN: 0262528401]**
		• **Jonathan Clements 2013, *Anime: A History*, British Film Institute [ISBN: 1844573907]**
		• **Stephen Cavalier, *The World History of Animation* [ISBN: 0520261127]**
		• **Tom Gasek 2011, *Frame-by-frame Stop Motion*, Taylor & Francis [ISBN: 0240817281]**
Article/Paper List	This Course does not have any article/paper resources	
Other References	This Course does not have any other resources	