



UNIVERSITI TEKNOLOGI MARA

FFA112: ILLUSTRATION FOR ANIMATION

Course Name (English)	ILLUSTRATION FOR ANIMATION APPROVED
Course Code	FFA112
MQF Credit	3
Course Description	This course focuses on the skills and methods required to produce an illustration. The illustration is constructed according to the appropriateness of the theme and narrative of the animation. Basic illustration skills include the use of water colour, colour pencils, pastels, posters and acrylic according to their story theme and the pre-production of the animation production. Basic design elements such as principles of design and elements of design are also included in the course.
Transferable Skills	Practical Skills, Knowledge in Specific Area-Content, Critical thinking and Problem solving Skills.
Teaching Methodologies	Lectures, Studio, Demonstrations, Tutorial, Workshop
CLO	CLO1 Produce an illustrated proposal for animation project CLO2 Express and forecast response and feedback towards illustration projects CLO3 Conceptualize on illustration idea and concept to match with the narrative and theme of the animation
Pre-Requisite Courses	No course recommendations
Topics	
1. Course Briefing & Introduction 1.1) Introduction into cartoon and concept art design	
2. Character and cartoon design 2.1) Drawing Inspiration: Starting with Cartoon and Comics. 2.2) Animation and Cartoon Genres 2.3) Basics Drawing Tips for Cartoon, Shading, Ink and Crosshatching	
3. Animation and Cartoon Design 3.1) Form and Shape Design	
4. Character Shading, Toning, Hatching, Colour Design 4.1) Assignment 01: Character Design	
5. Giving your Characters Personality 5.1) Gestures and Expressions	
6. Designing Human Cartoon Characters 6.1) Giving Inanimate Objects Personality. 6.2) Presentation of Character Design	
7. Perspective and Layout 7.1) Interior and exterior perspective, Layout and composition	
8. Interior Perspective Layout 8.1) Assignment 02 Progress: Composition and Layout sketch, Check on Interior Perspective Error.	
9. Directing the Scene 9.1) Thumbnail layout, Light and Shadow, Colour and Mood	
10. Concept Art 10.1) Exterior Concept Art: Pencil Layout and Composition 10.2) Assignment 03 Progress: setting up the perspective and overall composition.	
11. Final Portfolio Assessment 11.1) Concept Art, Layout and Composition,	

12. Final Assessment Progress

- 12.1) Tone, Lighting and Shadow Play.
- 12.2) Dynamic and Dramatic Environment.

13. Final Assessment Progress

- 13.1) Details, Touch Up and Highlight on Characters and Background
- 13.2) Assessment 04 Colour Progress

14. Final Assignment Presentation

- 14.1) Presentation and Critic session

Assessment Breakdown	%
Continuous Assessment	100.00%

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	Character layout and interaction. Interior perspective. medium: water colour, pencil color, ink, marker	30%	CLO1
	Assignment	Color concept art: colour exterior concept. medium: pastel, ink, pencil color, water color or acrylic	30%	CLO2
	Assignment	Final Assessment: Figure gesture, Composition, Perspective and Colour (Lighting and shadow)	40%	CLO3

Reading List	Recommended Text	<ul style="list-style-type: none"> • Christopher Hart 2013, <i>Modern Cartooning: Essential Techniques for Drawing Today's Popular Cartoons</i> [ISBN: 978-082300714] • Burne Hogarth 1990, <i>Dynamic Anatomy.</i>, Watson-Guptill Publications • Henry Yan 2006, <i>Henry Yan's Figure Drawing Techniques and Tips</i>
	Reference Book Resources	<ul style="list-style-type: none"> • Ollie Johnston, Frank Thomas 1995, <i>The Illusion of Life: Disney Animation</i>
Article/Paper List	This Course does not have any article/paper resources	
Other References	This Course does not have any other resources	