

UNIVERSITI TEKNOLOGI MARA

FFA123: STOP-MOTION ANIMATION

TTAI23. OTOT-MOTION ANIMATION					
Course Name (English)	STOP-MOTION ANIMATION APPROVED				
Course Code	FFA123				
MQF Credit	3				
Course Description	This course focuses on technical elements of basic stop motion animation plus cinematography, including camera, lighting, basic editing & sound, model making, and structural aspects of idea and narrative. Students will produce their stop-motion animation as an individual project. Students can choose any types of stop-motion to work on as their final project.				
Transferable Skills	Demonstrate the ability to dream, imagine and visualize.				
Teaching Methodologies	Lectures, Blended Learning, Studio, Discussion, Presentation				
CLO	CLO1 Propose the concept, method and techniques for stop-motion animation's project CLO2 Organize the stop-motion processes within the concept and techniques required. CLO3 Demonstrate the stop-motion animation techniques, cinematography and production processes in producing a stop-motion animation's project				
Pre-Requisite Courses	No course recommendations				
Topics					
1. Course Briefing a 1.1) What is Stop Mo	1. Course Briefing and Introduction to Stop-motion Animation 1.1) What is Stop Motion?				
2. Photography and Fundamental of Cinematography 2.1) Basic set up on photography and cinematography.					
3. Basic Lighting Te 3.1) Basic set up on I	3. Basic Lighting Technique and Fundamental of Lighting Design 3.1) Basic set up on lighting.				
4. Production overview: treatments, script, storyboards, production plans, test shots etc 4.1) Discussion on idea and concept.					
5. Scripting: the fundamental of Storytelling 5.1) Discussion on idea and concept.					
6. Storyboards: the fundamental of visual narratives Storytelling 6.1) Discussion on idea and concept.					
7. Character and Background / Set Designing 7.1) Development process					
8. Construction of Character, Model Making and Set Design 8.1) Development Process					
9. Construction of Character, Model Making and Set Design 9.1) Development Process					
10. Basic editing and Software usage 10.1) Development Process					
11. Production Overview 11.1) Development Process					
12. Post Production 12.1) Development Process					

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13. Final Project Progress Check 13.1) Development Process

14. Presentation 14.1) Final Project Submission

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Assessment Breakdown	%
Continuous Assessment	100.00%

Details of				
	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	Storyboard & Design Development	30%	CLO2
	Assignment	Idea & Concept Board	30%	CLO1
	Assignment	Final Project	40%	CLO3

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Reading List	Recommended Text	Melvyn Ternan 2013, <i>Stop Motion Animation</i> , First Asian edition Ed., Basheer Graphics Books Singapore [ISBN: 9789810759964] Hans P Bacher & Sanatan Suryavanshi 2018, <i>Vision: Color and Composition for Film</i> , First Edition Ed., Laurence King Publishing Ltd. London [ISBN: 9781786272201]	
	Reference Book Resources	Sheila Graber 2009, <i>Animation a Handy Guid</i> e, Asia Edition Ed., Page One Publishing Pte. Ltd. Singapore [ISBN: 9789812458865]	
		Tony White 2009, <i>How To Make Animated Films</i> , Elsevier Oxford [ISBN: 9780240810331]	
		Ameir Hamzah Hashim & Azhar Saad 2019, <i>Nota Asas & Ringkas STORYBOARD Animasi</i> , First Edition Ed., Sri Ayu Publisher Malaysia [ISBN: 9789839316841]	
Article/Paper List	This Course does not have any article/paper resources		
Other References	Website LAIKA <i>Laika's Work</i> , Laika, USA https://www.laika.com/ Website Aardman <i>Techniques Stop Motion</i> , Aardman, UK https://www.aardman.com/work/#filter=.st op-motion		

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