



## UNIVERSITI TEKNOLOGI MARA

### FFA241: SHORT-ANIMATED PROJECT

<b>Course Name (English)</b>	SHORT-ANIMATED PROJECT <b>APPROVED</b>
<b>Course Code</b>	FFA241
<b>MQF Credit</b>	4
<b>Course Description</b>	This course focuses on character design & development, animation and storytelling. Students will demonstrate creativity and knowledge of basic animation principles and techniques. The students will create a short animated film that will enhance their skills and add to their portfolio.
<b>Transferable Skills</b>	Demonstrate the ability to dream, imagine and visualize.
<b>Teaching Methodologies</b>	Lectures, Blended Learning, Studio, Practical Classes, Workshop
<b>CLO</b>	CLO1 Integrate the pre-production knowledge and process into short animation project and able to present the idea effectively. CLO2 Construct short animation project through application by adapting animation principles and techniques onto their animation. CLO3 Display effective communication and teamwork with the solid outcome of short animation project.
<b>Pre-Requisite Courses</b>	No course recommendations
<b>Topics</b>	
<b>1. Course Briefing and Introduction: Developing story, idea and concept</b> 1.1) Exercise: Study of problem. Creating and generating themes and ideas.	
<b>2. Building Character and Environment</b> 2.1) Exercise: Drawing and conceptualization Character and Environment	
<b>3. Storyboards and The Pitch Process</b> 3.1) Exercise: Drawing and conceptualization of plots and story in storyboards.	
<b>4. Creating Animatics</b> 4.1) Exercise: Visual flow and audio for animatic	
<b>5. Stylized Modeling: Character Environments and Props</b> 5.1) Exercise: Construction of characterization by making models, puppets and setting. 5.2) 5.3) (External/Internal Examiner)	
<b>6. Technical Direction (Mise-en scene, Lighting, Timing)</b> 6.1) Exercise: Technical Direction (Mise-en scene, Lighting, Timing)	
<b>7. Animation I: Blocking and Staging</b> 7.1) Exercise: Develop blocking and staging for animation	
<b>8. Animation II: Acting</b> 8.1) Exercise: Develop animation based on acting and references	
<b>9. Animation III: Rough Animation</b> 9.1) Exercise: Rough animation 9.2) 9.3) (External/Internal Examiner)	
<b>10. Rendering</b> 10.1) Carry Marks	
<b>11. Polishing Animation</b> 11.1) Exercise: Polishing Animation	

**12. Post Production**

12.1) Exercise: Commissioning and recording of voice and sound effects (this part can be done earlier for certain animation).

**13. Final Edit**

13.1) Exercise: Final Editing and Compositing and Preparing credits.

**14. Final Project, Presentation and Assessment**

14.1) Final Presentation

14.2) (External/Internal Examiner)

Assessment Breakdown		%	
Continuous Assessment		100.00%	

  

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	Pre-Production and Animatic	30%	CLO1
	Assignment	Production Progress and Project Supervision	30%	CLO2
	Final Project	Final Presentation Art Book	40%	CLO3

  

Reading List	Recommended Text	Richard Williams 1994, <i>The Animator's Survival Kit: Expanded Edition.</i> , UK/London: Faber & Faber Limited
	Reference Book Resources	<ul style="list-style-type: none"> <li>• Kit Laybourne 1998, ) <i>The Animation Book: A complete Guide to Animated Filmmaking-From Flip-Books to Sound Cartoons to 3-D Animation.</i>, USA/ New York: Three Rivers press</li> <li>• Frank Thomas and Ollie Johnston 1981, <i>The Illusion of Life</i>, USA/New York: Walt Disney Productions</li> <li>• Preston Blair 1994, <i>Cartoon Animation.</i>, USA/California: Walter Foster Publishing Inc.</li> <li>• Preston J. Blair 2003, <i>Animation 1: Learn to Animate Cartoons Step by Step (Cartooning Book)</i>, USA/California: Walter Foster Publishing Inc</li> </ul>
Article/Paper List	This Course does not have any article/paper resources	
Other References	This Course does not have any other resources	