



UNIVERSITI TEKNOLOGI MARA

FAB532: IDEA AND CONCEPT FOR 3D ANIMATION

Course Name (English)	IDEA AND CONCEPT FOR 3D ANIMATION APPROVED		
Course Code	FAB532		
MQF Credit	3		
Course Description	This course allows students to develop creative ideas through paintings, illustration and conceptual narrative drawings within an aesthetic sensibilities and artistic expression. It exposes students to various style of art throughout history, social and cultural context. This module also encourages them to encode executable visual content from critical literature review by given emphasizes in transforming conventional ideas of figure, landscape and still life into new ideas and concept. It is expected that students are able to discover new ways to convey conventional ideas as part of the process of developing stories for their future projects in animation and film industry.		
Transferable Skills	On completion of the course the student will be able to: <ol style="list-style-type: none"> 1. Apply numerical skills to interpret, use and analyse information and subject matter 2. Undertake independent and self-directed study and learning in life drawing 3. Work safely and accurately within time management constraints 		
Teaching Methodologies	Lectures, Tutorial		
CLO	CLO1 Propose various creative ideas to be used in 3D animation work CLO2 Adapt the processes involved in the development of creative work through 3D computer animation CLO3 Display their artworks creatively through many different techniques and tools of 3D computer animation		
Pre-Requisite Courses	No course recommendations		
Reading List	<table border="1" style="width: 100%;"> <tr> <td style="width: 20%;">Reference Book Resources</td> <td> <ul style="list-style-type: none"> • Ament, V. T. 2014, <i>The Foley Grail: The Art of Performing Sound for Film, Games, and Animation</i>, Focal Press London • Beauchamp, R. 2005, <i>Designing Sound for Animation</i>, CRS Press Book New York • Culhane, S. 1989, <i>Animation: From Script to Screen</i>, St. Martin Press London • Glebas, F. 2012, <i>The Animator's Eye: Adding Life to Animation with Timing, Layout, Design, Color and Sound</i>, Focal Press London • Laybourne, K. & Canemaker, J. 1998, <i>The Animation Book: A Complete Guide to Animated Filmmaking – From Flip-Books to Sound Cartoons to 3D Animation</i>, Three Rivers Press New York • Winder, C. & Dowlatabadi, Z. 2001, <i>Producing Animation</i>, Focal Press London </td> </tr> </table>	Reference Book Resources	<ul style="list-style-type: none"> • Ament, V. T. 2014, <i>The Foley Grail: The Art of Performing Sound for Film, Games, and Animation</i>, Focal Press London • Beauchamp, R. 2005, <i>Designing Sound for Animation</i>, CRS Press Book New York • Culhane, S. 1989, <i>Animation: From Script to Screen</i>, St. Martin Press London • Glebas, F. 2012, <i>The Animator's Eye: Adding Life to Animation with Timing, Layout, Design, Color and Sound</i>, Focal Press London • Laybourne, K. & Canemaker, J. 1998, <i>The Animation Book: A Complete Guide to Animated Filmmaking – From Flip-Books to Sound Cartoons to 3D Animation</i>, Three Rivers Press New York • Winder, C. & Dowlatabadi, Z. 2001, <i>Producing Animation</i>, Focal Press London
Reference Book Resources	<ul style="list-style-type: none"> • Ament, V. T. 2014, <i>The Foley Grail: The Art of Performing Sound for Film, Games, and Animation</i>, Focal Press London • Beauchamp, R. 2005, <i>Designing Sound for Animation</i>, CRS Press Book New York • Culhane, S. 1989, <i>Animation: From Script to Screen</i>, St. Martin Press London • Glebas, F. 2012, <i>The Animator's Eye: Adding Life to Animation with Timing, Layout, Design, Color and Sound</i>, Focal Press London • Laybourne, K. & Canemaker, J. 1998, <i>The Animation Book: A Complete Guide to Animated Filmmaking – From Flip-Books to Sound Cartoons to 3D Animation</i>, Three Rivers Press New York • Winder, C. & Dowlatabadi, Z. 2001, <i>Producing Animation</i>, Focal Press London 		
Article/Paper List	This Course does not have any article/paper resources		
Other References	This Course does not have any other resources		