



**UNIVERSITI TEKNOLOGI MARA**

**FAB542: 3D COMPUTER ANIMATION ADVANCE**

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| <b>Course Name (English)</b>  | 3D COMPUTER ANIMATION ADVANCE <b>APPROVED</b>  |   |
| <b>Course Code</b>            | FAB542   |   |
| <b>MQF Credit</b>             | 2  |   |
| <b>Course Description</b>     | This course is an extension course of 3D Character Animation which emphasizes on the 3D animation techniques of facial expression and lip-synchronisation as well as advanced body gestures and movements. Students will learn to integrate the development of animated character and technical features of 3D animation software techniques and tools upon producing a completed animation project. |   |
| <b>Transferable Skills</b>    | Apply the appropriate skills and techniques of 3D animation<br>Undertake independent and self-directed study and learning in 3D computer animation<br>Work safely and accurately within time management constraints  |   |
| <b>Teaching Methodologies</b> | Lectures, Blended Learning, Studio, Tutorial, Presentation   |   |
| <b>CLO</b>                    | CLO1 Explain the 12 principles of animation and bridging the concept into 3D character animation<br>CLO2 Compose Keyframing of character's poses in pose to pose animation<br>CLO3 Construct animated work and able to identify problems and available solutions in 3D applications  |   |
| <b>Pre-Requisite Courses</b>  | No course recommendations  |   |
| <b>Reading List</b>           | <b>Recommended Text</b>  | <ul style="list-style-type: none"> <li>• Legaspi, C. 2015, <i>Anatomy for 3D Artist: The Essential Guide for CG Professional</i>, 3Dtotal Publishing</li> <li>• Osipa, J 2010, <i>Stop Staring: Facial Modeling and Animation Done Right.</i>, Wiley Publishing.Inc, Indianapolis, Indiana</li> <li>• Beane, A 2012, <i>3D Animation Essentials</i>, Wiley &amp; Sons, Inc.,Indianapolis, Indiana</li> <li>• Rodriguez, D. 2012, <i>Animation Methods: The Only Book You'll Ever Need.</i>, CreateSpace Author</li> <li>• O'Rourke, M. 1998, <i>Principles of Three-dimensional Computer Animation: Modeling, Rendering, and Animating with 3D Computer Graphics.</i>, Rev. ed. New York: Norton</li> </ul> |
| <b>Article/Paper List</b>     | This Course does not have any article/paper resources  |   |
| <b>Other References</b>       | This Course does not have any other resources  |   |