

Unit Title	Animation Performance
FHEQ Level	Level 5
Unit Code	ANI18203
Credit Value	30 Credits
Unit Type	Subject (Compulsory)

Learning Hours			
Staff – Student Contact Hours		Independent Study Hours	
Classes	75	Independent Study	150
Supervised access to resources		Preparation for Assessment	20
		Unsupervised Access to Resources	55
Total			300

Unit Description

This unit introduces you to the role of animating a performance with characters (Humans or Creatures). Be it stage, film, improve or dialogue, this unit will require you to explore a range of expressions, gestures, posing and behaviour to complete a performance led piece. Analysing facial animation and lip sync to bring your characters to life through thought and dialogue this will complement the strong body language of the overall performance.

You will be encouraged to perform yourself, through either improv sessions or acting classes to *feel* the performance and have fun in the process of being spontaneous and inventive with your work. The unit will also entail life drawing classes to continue your observational studies, but also encourage the importance of thumbnails and planning out scenes for a performance based piece.

Students will also document their progress and research in the form of a blog throughout the unit, to help them reflect and evaluate their findings for final submission.

The Five Principles underpin the Mindsets and Skillsets Manifesto and are the foundation upon which all course curriculum frameworks and unit specifications are based. The relevant Principles as stated below have been mapped against the Learning Outcomes relevant to each course unit and at each level (see Programme Specifications for full description of the Five Principles):

1. Cultivate / Where the individual thrives.
2. Collaborate / Where disciplines evolve.
3. Integrate / Where education engages industry.
4. Advocate / Where purpose meets practice.
5. Originate / creativity meets technology.

Unit Indicative Content

- 2D and 3D workshops in animation.
- Research and analysis of both human and creature behaviour.
- Idea generation for final performance piece.
- Lip sync and phonetic sounds.
- Life drawing and acting classes.
- Testing of animation techniques and character performance.
- Planning and professionalism.

Unit Aims

- Research and analyse both human and animal behaviour.
- Apply research to generate ideas.
- Demonstrate new animation skills through performance.
- Evidence of testing and experimenting of ideas through the use of different mediums.
- Demonstrate knowledge taken from other units and to successfully embed them in to new workflows.

Unit Learning Outcomes

LO 1 Research/Inspiration

Analyse and interpret information gathering techniques using a wide range of sources, providing visual, contextual and industry case-study research as appropriate.

Related Principle: ORIGINATE

LO 2 Concept/Ideation

Analyse research materials leading to the generation of the ideation and concepts that inform and lead to project development.

Related Principle: ORIGINATE

LO 3 Development/Prototyping

Analyse a range of potential pathways that result in appropriate solutions, informed by an understanding of the principles of the creative process.

Related Principle: INTEGRATE

LO 4 (Pre) Production

Employ relevant knowledge of production skills alongside a grasp of the creative potential of a selection of processes, materials and methods that inform creative and academic practice.

Related Principle: COLLABORATE

Learning and Teaching Methods

- Briefings (Unit leader)
- Seminars (Course team)
- Workshops (Course team and industry guests)
- Tutorials (One to one with tutors)
- Online Activity (Students and Staff)

Assessment methods and tasks

Formative assessment will be held half way into the unit. This will be a one to one session with your tutor discussing your progress.

Summative assessment will be graded with written feedback on your final submission/s which will be uploaded using Moodle and Google drive.

Assessment tasks	Weighting (%) (one grade or multi-grade unit)
A development blog.	100% (all work marked holistically)
Final piece/s of performance based animations.	

Indicative Assessment Criteria

Assessment criteria are the basis on which the judgment of the adequacy of the work is made. A more detailed assessment criteria will be specified in the brief.

- Analysis of research informing a range of human and creature behaviour. (LO1, LO2)
- Evidence of experimentation and testing of ideas and techniques. (LO2, LO3)
- Effective communication of a character or creature performance. (LO4)
- Demonstrate both production and technical skills. (LO4)

Essential Reading list

1. Beiman, N. (2015) *Animated Performance*. New York, Fairchild Books.
2. Hooks, E. (2017) *Acting for Animators: a complete guide to performance animation*. New York, Heinemann.
3. Hultgen, k. (1993) *The Art of Animal Drawing: Construction, Action, Analysis, Caricature*. New York, Dover Publications.
4. Osborn, K. (2015) *Cartoon Character Animation with Maya*. New York, Bloomsbury.
5. Stanchfield, W. (2009) *Drawn to Life Volumes 1 and 2*. MA, Focal Press.
6. Williams, R. (2009) *The Animator's Survival Kit*. London, Faber & Faber.

Further reading and resources will be identified in your Project Brief