

<b>Unit Title</b>	Final Major Project
<b>FHEQ Level</b>	Level 6
<b>Unit Code</b>	ANI18303
<b>Credit Value</b>	60 Credits
<b>Unit Type</b>	Subject (Compulsory)

Learning Hours			
Staff – Student Contact Hours		Independent Study Hours	
Classes	120	Independent Study	290
Supervised access to resources		Preparation for Assessment	40
		Unsupervised Access to Resources	150
<b>Total</b>			<b>600</b>

### Unit Description

Building upon from your portfolio unit, the final major project is a self-initiated production that will require you to pitch an idea and develop it through to a finished body of work.

With animation being the main focus, you will be able to cater you idea/s around a number of factors, including the sector of the industry you find most appealing, style of animation, the medium of your choice, or a range of outputs such as a short film, a series of shots, or a range of experimental work. Either way, you are encouraged to collaborate and work with others developing and presenting a final piece/s for the degree show and for employment based on your portfolio research.

You will be expected to structure and plan a workflow that will demonstrate production and industry skills within a creative process. You will also evaluate and critically analyse your working process throughout the unit, using a range of outputs, including a report and a blog.

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

- Producing a finished animation/s.
- Collaborating with different artists and disciplines.

- Recording the creative process and reflecting on it using different platforms.
- Presentation and Pitching skills.
- Understanding of current industry practice pipelines and workflows.
- Project management.

### Unit Aims

- For you to work independently and interdependently using creativity, self-initiative, drive and passion.
- Articulate your work effectively through critical evaluation and reflection within your practice.
- Produce a comprehensive and relative piece of production work suitable for industry and the degree show.
- To enable you to propose, research, develop and produce viable, sustainable projects within the available time, using available resources.

### Unit Learning Outcomes

#### LO 1 Research/Inspiration

Select and evaluate 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

Critically appraise and evaluate appropriate research materials to generate workable concepts or strategic project themes that inform and underpin project development.

**Related Principle: ORIGINATE**

#### LO 3 Development/Prototyping

Investigate potential pathways that result in appropriate solutions, informed by a systematic understanding of the principles of the creative process.

**Related Principle: INTEGRATE**

#### LO 4 (Pre) Production

Demonstrate systematic working knowledge, production skills, selection, application and understanding of a selection of processes, materials and methods that inform creative and academic practice.

**Related Principle: COLLABORATE**

#### LO 5 Presentation /Storytelling For Influence

Communicate projects creatively and professionally, whether in visual, oral or written form. Methods of presentation are appropriate to the audience/client and the purpose of the work.

**Related Principle: ADVOCATE**

#### LO 7 Employability

Effectively employ professional transferrable and employability skills, including the ability to manage time and work to clear briefs and deadlines, respond to set goals, and communicate effectively.

### LO 8 Professional Identity

Align your professional identity as a practitioner with a viable career context.

**Related Principle: CULTIVATE**

### Learning and Teaching Methods

- Briefings (Unit leader)
- Seminars (Course team)
- Workshops (Course team and industry guests)
- Tutorials (One to one with tutors)
- Individual Presentations and Critiques (Yourself and peer to peer critiques)
- Self-Directed Study (Yourself)

The unit will entail a number of one to one tutorials with the animation staff, based on your final projects. Throughout the unit you will need to present your progress to your tutors and peers.

### Assessment methods and tasks

*Formative assessment* will be held at two stages in the unit, one being the last week of term 2 and the other at the beginning of term 3. This will be a presentation/pitch to your peers and tutors.

*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. Final Production piece/s. A report	100% (All work marked Holistically)

### 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.*

- Generation of ideas relevant to your specialism, informed by your research (LO1, LO8)
- Conceptualised ideas and workflows for presentation and communication purposes. (LO2, LO5)
- Demonstrate a range of skills both creatively and technically. (LO3, LO4)
- Effectively collaborate with others. (LO4, LO7)
- Effective production management. (LO7)
- Critical evaluation and project development. (LO4, LO8)

## Essential Reading list

1. Beiman, N. (2015) *Animated Performance*. New York, Fairchild Books.
2. Galanakis, R. (2014) *Practical Maya programming with Python*. Birmingham, Packt Publishing.
3. Hooks, E. (2017) *Acting for Animators: 4<sup>th</sup> Edition*. Abingdon-on-Thames, Routledge.
4. Mitchell, B. (2016) *Independent Animation: Developing, Producing and Distributing Your Animated Films*. Florida, CRC press.
5. O’Hailey, T. (2013) *Rig it Right! Maya Animation Rigging Concepts*. Massachusetts, Focal Press.
6. Osborn, K. (2015) *Cartoon Character Animation with Maya*. New York, Bloomsbury.
7. Williams, R. (2009) *The Animator’s Survival Kit*. London, Faber & Faber

Further reading and resources will be identified in your Project Brief