City University of Hong Kong
Course Syllabus

offered by School of Creative Media
with effect from Semester A 2017/18

Part I   Course Overview

Course Title:	2D Animation I – Basic
Course Code:	SM2713
Course Duration:	One semester
Credit Units:	3
Level:	B2
Proposed Area: *(for GE courses only)*	☐ Arts and Humanities ☐ Study of Societies, Social and Business Organisations ☐ Science and Technology
Medium of Instruction:	English
Medium of Assessment:	English
Prerequisites: *(Course Code and Title)*	Nil
Precursors: *(Course Code and Title)*	Nil
Equivalent Courses: *(Course Code and Title)*	SM3145 2D Animation I – Basic
Exclusive Courses: *(Course Code and Title)*	Nil

Part II   Course Details

1.   Abstract
(A 150-word description about the course)

This course aims to provide a basic understanding of the principles of 2D animation. Students will gain a broad overview of different techniques, principles and aesthetics, from the traditional to the digital. The course emphasises on learning through the physicality of the actual making process. Students produce creative works using a variety of techniques that include drawing frame by frame, cutout, rotoscoping and keyframing. They engage in a series of creative exercises such as intensive drawings, games and mime acting to explore the principles of animation, the human body, and storytelling. Critical sessions are held regularly to encourage open discussions and peer learning amongst students.

2.   Course Intended Learning Outcomes (CILOs)
(CILOs state what the student is expected to be able to do at the end of the course according to a given standard of performance.)

No.	CILOs#	Weighting* (if applicable)	Discovery-enriched curriculum related learning outcomes (please tick where appropriate)		
			A1	*A2*	*A3*
1.	Demonstrate understanding of the principles of animation, the human body, the different animation techniques and aesthetics.			√	
2.	Demonstrate the capacity for self-directed learning to explore different animation techniques and software tools.		√	√	
3.	Communicate ideas and narratives through creative works.		√	√	√
4.	Evaluate the quality of a creative work and to conduct constructive criticism.			√	
5.^	Show evidence of documented self-directed researches to develop personal visual vocabularies.		√	√	√

* If weighting is assigned to CILOs, they should add up to 100%.	100%

^ Negotiated Learning Outcome (NLO) explicitly articulating the elements of Discovery oriented learning.

 # Please specify the alignment of CILOs to the Gateway Education Programme Intended Learning outcomes (PILOs) in Section A of Annex.

A1:   Attitude
Develop an attitude of discovery/innovation/creativity, as demonstrated by students possessing a strong sense of curiosity, asking questions actively, challenging assumptions or engaging in inquiry together with teachers.

A2:   Ability
Develop the ability/skill needed to discover/innovate/create, as demonstrated by students possessing critical thinking skills to assess ideas, acquiring research skills, synthesizing knowledge across disciplines or applying academic knowledge to self-life problems.

A3:   *Accomplishments*
Demonstrate accomplishment of discovery/innovation/creativity through producing /constructing creative works/new artefacts, effective solutions to real-life problems or new processes.

3. Teaching and Learning Activities (TLAs)

(TLAs designed to facilitate students' achievement of the CILOs.)

TLA	Brief Description	CILO No.					Hours/week (if applicable)
		1	2	3	4	5	
Lecture	Explain the principles of animation, the different techniques and aesthetics through examples and case studies. - The 12 principles of animation - Hand drawn / Cutout / Puppet / Keyframe animation techniques - Storyboarding - Imaging and Animation Software tools	√					
Creative Exercises and Assignments	Creative in-class exercises such as intensive drawings, games and mime acting. Assignments require students to apply key concepts by creating short animations.	√	√	√			
Critique Sessions	Critiques sessions are held regularly to encourage open discussions and constructive criticism of each other's works.				√		
Final Project	Students go through a typical production workflow starting from ideas to producing fully animated works.	√	√	√		√	
Visual Journal	A document that records all the self-directed researches and reflections throughout the duration of the course.	√				√	

4. Assessment Tasks/Activities (ATs)

(ATs are designed to assess how well the students achieve the CILOs.)

Assessment Tasks/Activities	CILO No.					Weighting*	Remarks
	1	2	3	4	5		
Continuous Assessment: 100%							
Class Participation				√		10%	
In-class Exercises and Assignments	√	√	√			40%	
Final Project	√	√	√		√	40%	
Visual Journal	√				√	10%	
Examination: 0% (duration: ---, if applicable)							

* The weightings should add up to 100%.	100%

5. Assessment Rubrics
(Grading of student achievements is based on student performance in assessment tasks/activities with the following rubrics.)

Assessment Task	Criterion	Excellent (A+, A, A-)	Good (B+, B, B-)	Fair (C+, C, C-)	Marginal (D)	Failure (F)
In-class Exercises and Assignments	Ability to understand and to apply the key concepts on creative works	High	Significant	Moderate	Basic	Not reaching marginal levels
	General Craftsmanship	High	Significant	Moderate	Basic	Not reaching marginal levels
Final Project & Visual Journal	Capacity for self-directed researches	High	Significant	Moderate	Basic	Not reaching marginal levels
	Ability to apply the key concepts holistically and creatively on a multifaceted production	High	Significant	Moderate	Basic	Not reaching marginal levels
	General Craftsmanship	High	Significant	Moderate	Basic	Not reaching marginal levels

Note: All A+/A/A- grade assignment should comply with the highest performance of Discovery-oriented learning.

Part III Other Information (more details can be provided separately in the teaching plan)

1. **Keyword Syllabus**
   (An indication of the key topics of the course.)

   Animation, Time-based Media, Animated Content, Fundamentals of Animation, Principle of Animation, Creative Research, Animation Production, Animation Pre-production, Animation Pre-Visualization, Thumbnail Sketching, Shot Definition, Storyboarding, Layouts, Dope Sheet, Bar Chart, Time Chart, Keyframe, In-between, Overlapping, Animatic, Story-reel, 2D Hand-drawn Animation, Stop-motion Animation, Cut-out Animation, Pixilation, Rotoscoping, 3D Computer Animation, Maya, Apple QuickTime Movie, Photo JPEG, H.264, Clippers, Color Bar, Peg Bar, Copy Stand, DSLR.

2. **Reading List**
2.1 **Compulsory Readings**
   (Compulsory readings can include books, book chapters, or journal/magazine articles. There are also collections of e-books, e-journals available from the CityU Library.)

	Nil

2.2 **Additional Readings**
   (Additional references for students to learn to expand their knowledge about the subject.)

1.	Williames, Richard. (2002). The Animator's Survival Kit. London, United Kingdom: Faber and Faber Ltd.
2.	Whitaker, Harold and Halas John (2002). Timing for Animation. New Ed edition. St. Louis, USA: Focal Press, Inc.
3.	Johnston, Ollie and Thomas, Frank. (1995). The Illusion of Life: Disney Animation. (Rev Sub edition). CA, USA: Disney Editions
4.	White, Tony. (2006). Animation from Pencils to Pixels: Classical Techniques for the Digital Animator. St. Louis, USA: Focal Press, Inc.
5.	White, Tony. (2009). How to Make Animated Films: Tony White's Complete Masterclass on the Traditional Principals of Animation. St. Louis, USA: Focal Press, Inc.
6.	White, Tony. (1988). The Animator's Workbook: Step-By-Step Techniques of Drawn Animation. NY, USA: Watson-Guptill publications
7.	Lauria, Larry. Larry's Toon Institute. (1999) http://www.awn.com/tooninstitute/lessonplan/lesson.htm#top (Accessed May, 20 2012)
8.	Asifa-Hollywood: The International Animated Film Society. (2008) http://www.asifa-hollywood.org/ (Accessed May, 20 2012)
9.	Animation Magazine Inc. (2007) http://www.animationmagazine.net/ (Accessed May, 20 2012)
10.	Tokuma Memorial Cultural Foundation for Animation. (2001-2012) http://www.ghibli-museum.jp/index.html (Accessed May, 20 2012)