

DESN1801: Animation Thinking

Newcastle City Precinct

Semester 1 - 2024



THE UNIVERSITY OF
NEWCASTLE
AUSTRALIA

The School of Humanities, Creative Industries and Social Sciences is committed to providing an inclusive environment in which all cultures are accorded respect and all students and staff are expected to act with honesty, fairness, trustworthiness and accountability in dealings with others.

The School recognises and respects the unique histories and cultures of Aboriginal and Torres Strait Islander peoples, their unbroken relationship with the lands and the waters of Australia over millennia, and the validity of Aboriginal ways of knowing. We are dedicated to reconciliation and to offering opportunities for Aboriginal and Torres Strait Islander peoples to access and succeed in higher education.

OVERVIEW

Course Description	This course introduces students to the foundational animation principals of timing, movement and space that are used in 2D animation, 3D animation and motion graphics. This will be done through an exploration of key historical animation styles and movements and practical studio work. Students will use a variety of digital and analogue techniques to apply these principles to their work and locate them in relation to animation methods and forms.
Academic Progress Requirements	Nil
Contact Hours	Newcastle City Precinct Lecture Face to Face On Campus 1 hour(s) per week(s) for 4 week(s) starting Week 1 Tutorial Face to Face On Campus 2 hour(s) per week(s) for 12 week(s) starting Week 1
Unit Weighting	10
Workload	Students are required to spend on average 120-140 hours of effort (contact and non-contact) including assessments per 10 unit course.

COURSE OUTLINE

CONTACTS

Course Coordinator Newcastle City Precinct

Mr Jack McGrath

Jack.Mcgrath@newcastle.edu.au

Consultation: By appointment, please email to set up a time for a meeting

Teaching Staff

Other teaching staff will be advised on the course Canvas site.

School Office

School of Humanities Creative Industries and Social Sciences

NU Space, Level 4

409 Hunter Street

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SYLLABUS

Course Content

- Animation principles in 2D and 3D animation and motion graphics
- Identifying and contextualising key animation styles and methods
- The basics of animation timing and space
- The relationship between animated movement and space

Course Learning Outcomes

On successful completion of this course, students will be able to:

1. Apply foundational animation principles to creative work.
2. Analyse motion and create breakdowns of animated movement.
3. Demonstrate an understanding of animated space through the creation of animated movement.
4. Create different forms of animated movement using digital and analogue techniques.
5. Identify and describe key animation genres and styles in contextualising their own work.

Course Materials

Course Materials Fee:

A studio fee of \$10 per semester is required in this course. The materials fee is designed to support your studies by providing materials in the most practical, efficient, safe and cost-effective manner. These materials have been bought in bulk and exclude GST.

Here is the link to the [Online Store](#) where you can pay the Course Materials Fee. It is already live in the online shop, payment is due by the end of Week 2.

* If you are experiencing any financial hardship please speak in confidence to your Course Coordinator, Jack McGrath.

Email: jack.mcgrath@newcastle.edu.au

SCHEDULE

Week	Week Begins	Topic	Learning Activity	Assessment Due
1	26 Feb	Intro & Object Stop motion Animation	Lecture – Intro & Object Animation Tutorial – Studio Intro & stop motion exercise	
2	4 Mar	Intro to Early 2D Animation	Lecture - Early 2D Animation Tutorial – White board animation	
3	11 Mar	Stop motion ‘out and about’	Lecture – Pixilation Tutorial – Pixilation exercise	
4	18 Mar	Cut-out Animation	Lecture – Cut-out animation Tutorial – Makerspace puppet making exercise	
5	25 Mar	Cut-out (Continued)	Tutorial – Studio Cut-out animation	
6	1 Apr	Expanded Stop Motion Animation	Tutorial – Clay puppet making	Submission of Project 1
7	8 Apr	Tutorial – Basic set & background building	Tutorial – Basic set & background building	
Mid-Semester Recess				
Mid-Semester Recess				
8	29 Apr	Storyboards & Animatics	Tutorial – Building a story with images	Presentation
9	6 May	Presentation	Tutorial – In class presentations	
10	13 May	Sound Design for Animation	Tutorial – Creating a soundtrack	
11	20 May	Editing, Mastering, Finishing, Polishing	Tutorial – Brining it altogether	
12	27 May	Screening & Feedback	Tutorial – Work in progress screening & feedback	Submission of Project 2
13	3 Jun		No Class	
Examination Period				
Examination Period				

ASSESSMENTS

This course has 3 assessments. Each assessment is described in more detail in the sections below.

	Assessment Name	Due Date	Involvement	Weighting	Learning Outcomes
1	Project 1 40%	Friday the 5 th of April by 5pm	Individual	40%	1, 2, 3, 4
2	Project 2 40%	Friday the 31 st of May by 5pm	Individual	40%	1, 3, 4
3	Presentation 20%	Week 9 – In tutorial	Individual	20%	4, 5

Late Submissions

The mark for an assessment item submitted after the designated time on the due date, without an approved extension of time, will be reduced by 10% of the possible maximum mark for that assessment item for each day or part day that the assessment item is late. Note: this applies equally to week and weekend days.

Assessment 1 - Project 1

Assessment Type	Project
Description	Animated film compiled of sequences based on tutorial exercises. More information available on Canvas
Weighting	40%
Length	60 seconds
Due Date	Week 6, Friday the 5 th of April by 5pm
Submission Method	Online (Canvas)
Assessment Criteria	Rubric – See Canvas for details
Return Method	Online
Feedback Provided	Online

Assessment 2 - Project 2

Assessment Type	Project
Description	Micro Hybrid film using a combination of animation techniques covered in the course. Students must use a minimum of two techniques covered in the course. More information available on Canvas
Length	Minimum 60 seconds, maximum 100 seconds
Weighting	40%
Due Date	Week 12, Friday the 31 st of May by 5pm
Submission Method	Online (Canvas)
Assessment Criteria	Rubric – See Canvas for details
Return Method	Online
Feedback Provided	Online

Assessment 3 - Presentation

Assessment Type	Presentation
Description	The presentation must also include a proposal for Project 2; a one paragraph synopsis of the proposed Micro Hybrid film idea based on the brief and a short storyboard (maximum 12 panels). More information available on Canvas.
Weighting	20%
Length	5-7 mins (students can use PowerPoint or Keynote for your presentations and should have a maximum of 20 slides and a minimum of 12 slides)
Due Date	Week 9 – In tutorial Tuesday 7 May
Submission Method	In class presentation – plus upload slides to Canvas by Friday 5pm
Assessment Criteria	Rubric – See Canvas for details
Return Method	Online
Feedback Provided	In Tutorial

ADDITIONAL INFORMATION

Grading Scheme

This course is graded as follows:

Range of Marks	Grade	Description
85-100	High Distinction (HD)	Outstanding standard indicating comprehensive knowledge and understanding of the relevant materials; demonstration of an outstanding level of academic achievement; mastery of skills*; and achievement of all assessment objectives.
75-84	Distinction (D)	Excellent standard indicating a very high level of knowledge and understanding of the relevant materials; demonstration of a very high level of academic ability; sound development of skills*; and achievement of all assessment objectives.
65-74	Credit (C)	Good standard indicating a high level of knowledge and understanding of the relevant materials; demonstration of a high level of academic achievement; reasonable development of skills*; and achievement of all learning outcomes.
50-64	Pass (P)	Satisfactory standard indicating an adequate knowledge and understanding of the relevant materials; demonstration of an adequate level of academic achievement; satisfactory development of skills*; and achievement of all learning outcomes.
0-49	Fail (FF)	Failure to satisfactorily achieve learning outcomes. If all compulsory course components are not completed the mark will be zero. A fail grade may also be awarded following disciplinary action.

*Skills are those identified for the purposes of assessment task(s).

Attendance

Attendance/participation will be recorded in the following components:
- Tutorial (Method of recording: App and roll)
Please check in using the app

Communication Methods

Communication methods used in this course include:
- Canvas Course Site: Students will receive communications via the posting of content or announcements on the Canvas course site.
- Email: Students will receive communications via their student email account.
Please check your student email and the canvas site regularly for updates and additional course information
- Feedback in class

Course Evaluation

Each year feedback is sought from students and other stakeholders about the courses offered in the University for the purposes of identifying areas of excellence and potential improvement.

Oral Interviews (Vivas)

As part of the evaluation process of any assessment item in this course an oral examination (viva) may be conducted. The purpose of the oral examination is to verify the authorship of the material submitted in response to the assessment task. The oral examination will be conducted in accordance with the principles set out in the [Oral Examination \(viva\) Procedure](#). In cases where the oral examination reveals the assessment item may not be the student's own work the case will be dealt with under the [Student Conduct Rule](#).

Academic Misconduct

All students are required to meet the academic integrity standards of the University. These standards reinforce the importance of integrity and honesty in an academic environment. Academic Integrity policies apply to all students of the University in all modes of study and in all locations. For the Student Academic Integrity Policy, refer to <https://policies.newcastle.edu.au/document/view-current.php?id=35>.

Adverse

The University acknowledges the right of students to seek consideration for the impact of

Circumstances

allowable adverse circumstances that may affect their performance in assessment item(s). Applications for special consideration due to adverse circumstances will be made using the online Adverse Circumstances system where:

1. the assessment item is a major assessment item; or
2. the assessment item is a minor assessment item and the Course Co-ordinator has specified in the Course Outline that students may apply the online Adverse Circumstances system;
3. you are requesting a change of placement; or
4. the course has a compulsory attendance requirement.

Before applying you must refer to the Adverse Circumstance Affecting Assessment Items Procedure available at:

<https://policies.newcastle.edu.au/document/view-current.php?id=236>

Important Policy Information

The Help button in the Canvas Navigation menu contains helpful information for using the Learning Management System. Students should familiarise themselves with the policies and procedures at <https://www.newcastle.edu.au/current-students/respect-at-uni/policies-and-procedures> that support a safe and respectful environment at the University.

This course outline was approved by the Head of School. No alteration of this course outline is permitted without Head of School approval. If a change is approved, students will be notified and an amended course outline will be provided in the same manner as the original.

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