

<b>Module Title:</b>	Animation Principles
<b>Language of Instruction:</b>	English
<b>Credits:</b>	5
<b>NFQ Level:</b>	6
<b>Module Delivered In</b>	<a href="#">2 programme(s)</a>
<b>Teaching &amp; Learning Strategies:</b>	Lectures / Studio based Projects / Tutorials / Seminars / Module will be delivered in a studio based environment. Lecture / practical and projects will run simultaneously.
<b>Module Aim:</b>	Provide student with an understanding of Animation Principles. Gain a knowledge of the fundamental principles of animation needed to create convincing animated sequences. Using creative projects the students will create engaging and creative answers to industry relevant projects. Understand the process and develop skills involved and needed to become an successful animator.
<b>Learning Outcomes</b>	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	Demonstrate a good awareness of animation principles and the animation process, its stages and cyclical nature. Demonstrate the ability to create animated sequence based on fundamental principles.
LO2	Develop skills in the creation of storyboarding, character design and 2D character animation for various media streams.
LO3	Develop a portfolio of animated assets to demonstrate skills and creativity used in the animation production process.
<b>Pre-requisite learning</b>	
<b>Module Recommendations</b>	
<i>This is prior learning (or a practical skill) that is recommended before enrolment in this module.</i>	
No recommendations listed	
<b>Incompatible Modules</b>	
<i>These are modules which have learning outcomes that are too similar to the learning outcomes of this module.</i>	
No incompatible modules listed	
<b>Co-requisite Modules</b>	
No Co-requisite modules listed	
<b>Requirements</b>	
<i>This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.</i>	
No requirements listed	

**Module Content & Assessment**
**Indicative Content**
**Asset Creation for Animation**

Enhance digital drawing skills using industry standard tools. Develop skills to take a concept from sketch to digital asset. Create animation assets suitable for a better animation workflow. Further develop illustration, image creation and manipulation skills using various industry software products.

**Animation Principles.**

Develop a knowledge of the area of animation. Understand the principles, and processes involved and begin to develop a skill set that demonstrates this.

**Assessment Breakdown**

	%
Project	40.00%
Practical	60.00%

No Continuous Assessment

**Project**

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Project	The subject will be assessed through the completion of project briefs and the submission of a final solution and research journal/ concept art / assets design/ storyboard & Animated Sequence. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2,3	20.00	Week 6
Project	The subject will be assessed through the completion of project briefs and the submission of a final solution and research journal/ concept art / assets design/ storyboard & Animated Sequence. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2,3	20.00	Week 13

**Practical**

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Practical/Skills Evaluation	The subject will be assessed through the completion of in-class tutorials and practical assignments. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2	5.00	Week 2
Practical/Skills Evaluation	The subject will be assessed through the completion of in-class tutorials and practical assignments. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2	10.00	Week 3
Practical/Skills Evaluation	The subject will be assessed through the completion of in-class tutorials and practical assignments. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2	5.00	Week 4
Practical/Skills Evaluation	The subject will be assessed through the completion of in-class tutorials and practical assignments. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2	5.00	Week 5
Practical/Skills Evaluation	The subject will be assessed through the completion of in-class tutorials and practical assignments. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2,3	5.00	Week 7
Practical/Skills Evaluation	The subject will be assessed through the completion of in-class tutorials and practical assignments. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2,3	10.00	Week 8
Practical/Skills Evaluation	The subject will be assessed through the completion of in-class tutorials and practical assignments. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2,3	5.00	Week 9
Practical/Skills Evaluation	The subject will be assessed through the completion of in-class tutorials and practical assignments. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2,3	10.00	Week 10
Practical/Skills Evaluation	The subject will be assessed through the completion of in-class tutorials and practical assignments. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2,3	5.00	Week 11

No End of Module Formal Examination

**SETU Carlow Campus reserves the right to alter the nature and timings of assessment**

**Module Workload**

<b>Workload: Full Time</b>		
<i>Workload Type</i>	<i>Frequency</i>	<i>Average Weekly Learner Workload</i>
Laboratory	12 Weeks per Stage	4.00
Tutorial	12 Weeks per Stage	2.00
Independent Learning Time	15 Weeks per Stage	3.53
Total Hours		125.00

**Module Delivered In**

Programme Code	Programme	Semester	Delivery
CW_KCIAD_B	<a href="#">Bachelor of Science (Honours) in Computing in Interactive Digital Art and Design</a>	3	Mandatory
CW_KCIAD_D	<a href="#">Bachelor of Science in Computing in Interactive Digital Art and Design</a>	3	Mandatory

<b>Discussion Note:</b>	TEST
-------------------------	------