Module Definition Form (MDF)

Module code: MOD007322	Version: 3 Date Amended: 07/Aug/2023

1. Module Title

Animation Skills

2a. Module Leader

Rachel Larkum

2b. School

Cambridge School of Art

2c. Faculty

Faculty of Arts, Humanities, Education and Social Sciences

3a. Level

4

3b. Module Type

Standard (fine graded)

4a. Credits

30

4b. Study Hours

300

5. Restrictions

Type	Module Code	Module Name	Condition
Pre-requisites:	None		
Co-requisite:	MOD007323	Sequential Structures and Contexts	Compulsory
Exclusions:	None		
Courses to which this module is restricted:	BA (Hons) Animation and Illustration		

LEARNING, TEACHING AND ASSESSMENT INFORMATION

6a. Module Description

In this practical skills-based module you will apply your growing insights into the principle technologies, techniques, ideas and concepts that lie at the heart of animated movement and narrative.

You will learn to use a wide range of essential animation technologies, including traditional frame-to-frame animation, stop motion and digital technologies consisting of industry-standard imaging, 2D animation, sound design, and editing software. Though practice you will explore the essential cinematographic and narrative concepts to which you have been introduced, such as camera movement, point of view, pacing and framing, as well as visual story-structures, scenography and scripting. Further you will be introduced to specific animation production concepts such as keyframes, pose-to-pose and straight-ahead animation, walk-cycles, storyboarding, animatic and the digital animation pipeline.

You will develop understanding of technologies and concepts through methods of research-through-practice, analysis and the engagement with tasks and assignments that lead to real-world outcomes. Drawing and mark-making are placed as a central approach, which allows the building on an illustration-focused ways of image creation.

Specialist skills training is through compulsory and optional workshops, individual support and independent study. Next to guided learning, during self-study you will have access to the studio's, technical support staff, bespoke (online) guides, as well as existing training software.

Ongoing presentations, oral and written crits, discussions, peer group critiques and other forms of formative assessment of smaller tasks and larger assignments will be throughout the module. Summative assessment will be based on a portfolio of required artefacts, which should contain developmental work, written reflections and finished pieces. By passing this module you will have gained an intermediate to advanced proficiency and voice in a range of essential traditional and digital animation environments, which you will further extend in the next level of the course.

6b. Outline Content

Practice specific skills

- Application of principle cinematographic concepts relevant to animation such as camera movement, point of view, pacing and framing.
- Application of principle visual story-structures and scenography.
- Application of animation scripting.
- Application of principle animation production concepts such as keyframes, pose-to-pose and straight-ahead animation, walk-cycles, storyboarding, animatic and the digital animation pipeline
- Technical training in the main current professional imaging, animation, soundtrack construction, and editing software, including relevant audio software.
- Skills training in frame-to-frame animation, stop motion and digital animation
- Technical and skills training in professional specifications, standards and output for audio visual productions.

Key transferable skills

- Visual Research, contextualisation, investigation, time- and project-management, structural and visual organisation, presentation, analysis and reflection in oral and written form
- Digital literacy

6c. Key Texts/Literature

The reading list to support this module is available at: https://readinglists.aru.ac.uk/

6d. Specialist Learning Resources

None

7. Learning Outcomes (threshold standards)

No.	Type	On successful completion of this module the student will be expected to be able to:
1	Knowledge and Understanding	Demonstrate technical competence in key animation techniques and elementary sound design within traditional and digital animation methods.
2	Knowledge and Understanding	Investigate and employ drawing and mark-making as a central approach within the research and production of sequential and animated expression.
3	Knowledge and Understanding	Demonstrate creative and conceptual understanding of cinematographic, narrative and expressive animation production.
4	Intellectual, practical, affective and transferrable skills	Demonstrate an awareness of and intermediate practical application of appropriate software packages.
5	Intellectual, practical, affective and transferrable skills	Critically research, analyse and apply tactics and methods situated within the context of illustration and animation disciplines.
6	Intellectual, practical, affective and transferrable skills	Demonstrate creative project management skills in an independent and structured manner.

8a. Module Occurrence to which this MDF Refers

Year	Occurrence	Period	Location	Mode of Delivery
2025/6	ZZF	Template For Face To Face Learning Delivery		Face to Face

8b. Learning Activities for the above Module Occurrence

Learning Activities	Hours	Learning Outcomes	Details of Duration, frequency and other comments
Lectures	18	1-6	1 hr weekly for 18 weeks
Other teacher managed learning	54	1-6	Weekly seminars, Workshops, group tutorials, briefing sessions, critiques, reviews and associated activities, guided learning, Technical demonstration and technicians support
Student managed learning	228	1-6	Use of open access studio, workshop and computer suites. Research in libraries, museums and galleries. Off-site and location working.
TOTAL:	300		

9. Assessment for the above Module Occurrence

Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
010	Coursework	1-6	50 (%)	Fine Grade	30 (%)

Portfolio of outcomes equivalent to 3000 words. The portfolio should contain developmental work, written analysis and finished productions.

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Portfolio of outcomes equivalent to 3000 words. The portfolio should contain developmental work, written analysis and finished productions.

In order to pass this module, students are required to achieve an overall mark of 40% (for modules at levels 3, 4, 5 and 6) or 50% (for modules at level 7*).

In addition, students are required to:
(a) achieve the qualifying mark for each element of fine graded assessment as specified above
(b) pass any pass/fail elements

[* the pass mark of 50% applies for all module occurrences from the academic year 2024/25 – see Section 3a of this MDF to check the level of the module and Section 8a of this MDF to check the academic year]