

# Unit Title: **Fundamental Animation Skills for the Games, Animation and VFX Industries**



Unit Level:	<b>Three</b>
Guided Learning Hours:	<b>100</b>
Ofqual Unit Reference Number:	<b>R/507/3215</b>
Unit Review Date:	<b>31/07/2017</b>
Unit Sector:	<b>9.3 Media and Communication</b>

## **Unit Overview**

This unit will support learners in their understanding of the process of creating an animation. Using industry standard techniques and software they will source assets and learn how to use functions within the software to create, enhance and animate movement. Learners will know how to test functions, produce and manage documentation for future use and will develop skills in evaluation and how to identify methods of improvement.

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## **Learning Outcomes**

### ***The learner will:***

- FAS 1** Be able to use industry standard animation packages
- FAS 2** Be able to design and produce a 3D animation sequence

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## **Indicative Content**

### *Drawing for Animation*

- Guided life drawing classes to reinforce solid observation skills in both anatomy and posing. This section will expand upon material covered in the parallel unit Artistic Skills for the Games, Animation and VFX Industries, with a more precise focus that centres on the specific demands of drawing within a 2D or 3D animation pipeline.

### *Moving Image*

- Recognising and critically evaluating different forms of the moving image to develop a good understanding of their position and involvement in current practice.
- Introduction to the history of animation and some of the pioneers of the medium including current and past figures who have made a significant contribution to the world of animation.
- Basic film language underlying the basic principles of film making and its practical application within the discrete elements that contribute to the form, such as lenses, cameras, lighting, staging and direction.
- Overview of art and design history, helping build a vocabulary that will form the foundation understanding of animation.

### *Animation Principles and Techniques*

- Introduction to the tools and practical facets of animation. This section is divided into two; one explores the principles of animation, whilst the other sees these principles being applied within an industry standard 3D animation package.

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- Introduction to the principles of animation focusing on timing and spacing, easing in and out, squash and stretch, follow through, staging, appeal and moving in arcs. Understanding of anticipation, line of action and pose to pose animation.
- The basic toolsets found within 2D and 3D software with an emphasis on best practice for character animation.

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### **Assessment**

This unit is assessed using the following assessment method:

- Asset Development Portfolio (Assessment Pack)

See the assessment section of the qualification specification and Assessment Pack for full details on the assessment.

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### **Delivery**

The delivery should aim to connect theory with the production requirements of the subjects enabling learners to produce evidence for their portfolio. It is suggested this could be done through a combination of lectures and practical workshops

Lectures will provide the main theory underlying animation principles, 3D computer animation systems and design methodologies.

Workshops will allow the tutor to deliver a variety of material relevant to animation practice, utilising lectures, demonstrations, exercises and case studies. The aim is to expose the learners to a range of tools and techniques, with an emphasis on best practice and transferable skills. Demonstrations should be practical sessions delivered with an emphasis tools, theory and production using case studies to convey the applications of underlying principles.

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### **Resources**

- Art Room
- 2D and 3D Animation Studio (for students) with appropriate AV system
- Appropriate Workstations – Windows or Mac
- Appropriate IT infrastructure
- Appropriate 2D Software
- Appropriate 3D Software
- Each student should have access to a Wacom tablet or Cintiq 13”
- Two 24” Cintiqs for large scale work
- Paper, Pens, Pencils and other consumables
- A3 Laser Printer
- A3 Scanner
- Digital Cameras for reference (needs to capture video as well)
- Line tester