

Course Unit	2D Animation		Field of study	Visual Arts/Computing Science	
Bachelor in	Game Design		School	School of Public Management, Communication and Tourism	
Academic Year	2017/2018	Year of study	1	Level	1-1
Type	Semestral	Semester	2	Code	8309-414-1201-00-17
Workload (hours)	162	Contact hours	T -	TP 30	PL 30
			TC -	S -	E -
			OT -	O -	

T - Lectures; TP - Lectures and problem-solving; PL - Problem-solving, project or laboratory; TC - Fieldwork; S - Seminar; E - Placement; OT - Tutorial; O - Other

Name(s) of lecturer(s) Carlos Sousa Casimiro da Costa

Learning outcomes and competences

At the end of the course unit the learner is expected to be able to:

1. Understand the theory and practices of traditional and digital techniques of Animation (2D) and how they evolved;
2. Use tools of conception and development of 2D Animation;
3. Understand how Animation can be used to communicate and entertain;
4. Display animation skills for introductory.

Prerequisites

Before the course unit the learner is expected to be able to:
Not applicable.

Course contents

Introduction to the history and techniques of 2D Animation. Basic principles of animation. Traditional techniques. Pre-production. Production stages. Post-production. Animation tools.

Course contents (extended version)

1. Introduction to Animation:
 - Basic principles of Animation;
 - How Animation works;
 - Animation history;
2. Animation techniques:
 - Animation characters design;
 - Study of characters' movement;
 - Pre-production: script and storyboard;
 - Production stages;
 - Pos-production;
 - Main professionals involved;
3. Introduction to traditional 2D Animation techniques;
4. Different software for 2D Animation:
 - Basic tools of animation (light, color, texture, effects, movement);
 - Advanced concepts in animation;
 - 'Sprite' Animation.

Recommended reading

1. García, R. (2000). La magia del dibujo animado: actores del lápiz. Alicante: Ediciones de Ponent. ISBN 84 89929 16 5
2. Webster, C. (2012). Action Analysis for Animators. Ed. Focal Press. ISBN 9780415115971
3. Wells, P. (1998). Understanding Animation. Ed. Routledge. ISBN 9780415115971
4. White, T. (1992). The animator's workbook. London: Phaidon Press. ISBN 10 0714825662
5. Williams, R. (2002). The Animator's Survival Kit : A Manual of Methods, Principles, and Formulas. Ed. Faber & Faber. ISBN 9780865478978

Teaching and learning methods

Expositive method, based on concepts and case studies. Interrogative method, to work on further. Demonstrative method, through exercises. Active method, when the students solve practical exercises to apply 2D animation techniques.

Assessment methods

1. Distributed evaluation - (Regular, Student Worker) (Final, Supplementary, Special)
 - Practical Work - 10% (Individual work: brief animation segment.)
 - Practical Work - 13% (Group work: short animation segments.)
 - Practical Work - 17% (Individual works: more complex animation segment.)
 - Practical Work - 13% (Group work: short animation segment with animation software.)
 - Practical Work - 30% (Individual or group work - final. animation segment - more complex.)
 - Practical Work - 17% (Practical test using animation software.)
2. Exchange students - (Regular, Student Worker) (Final, Supplementary, Special)
 - Practical Work - 75% (Individual works: complex animation segment.)
 - Projects - 25% (Individual or group work - final. animation segment - more complex.)

Language of instruction

1. English
2. Portuguese

Electronic validation

Carlos Sousa Casimiro da Costa	João Paulo Pereira de Sousa	Aida Maria Oliveira Carvalho	Luisa Margarida Barata Lopes
18-06-2018	20-06-2018	20-06-2018	20-06-2018