BASIC COURSE OUTLINE MODEL

SCHOOL OF ENGINEERING & TECHNOLOGY

DEPARTMENT OF COMPUTER SCIENCE & INFORMATION TECHNOLOGY

Course Code: COMP322   **Credit Hour(s)**: **3**   **Webpage:** provided links

Course Title: **Animation Technologies**

Course Lecturer: Mr. Charles Fomevor   **Room: C2 or G319**

Email Address: cfomevor@central.edu.gh   **Tel no.:024-300 2308**

Office Hours: Mondays, Tuesdays and Thursdays (10am-2pm)

COURSE OBJECTIVE

The objective of this course is to teach students the basics and key techniques of animation by providing principles to enable them conceptualize real-life animation and subsequently apply such knowledge and skills in their fields of study as well as other disciplines.

COURSE DESCRIPTION

This 3-hour credit course will equip students with fundamental to intermediate animation concepts to enable them differentiate various animation styles and techniques as well as apply certain animation principles. Key concepts include the animation types, multimedia, character creation, facial expressions, key frames, 3D workflow, basics of AR and VR.

LEARNING OUTCOMES

At the end of this course, students should be able to:

- develop fundamental animation concepts
- understand how animation works
- apply multimedia and animation principles in defined contexts
- achieve desired effects using animation

INSTRUCTIONAL METHODS

Instructional approaches to be used during the course (e.g., lectures, presentations and assign readings). **Note that attendance is also a requirement.**

REQUIRED COURSE MATERIALS AND READINGS

Goldberg, E. (2008). *Character Animation Crash Course!* Silman-James Press.

Ollie Johnston, F. T. (1995). *The Illusion of Life: Disney Animation.* Disney Editions; Subsequent edition.

Williams, R. (2012). *The Animator's Survival Kit: A Manual of Methods, Principles and Formulas for Classical, Computer, Games, Stop Motion and Internet Animators* . Farrar, Straus and Giroux.

EVALUATION

Quizzes, Mid-Semester, Assignments etc	40%
End of Semester Exams	60%
Total	100%

COMMIT TO ACADEMIC INTEGRITY

Students in the department are expected to maintain **high degrees of professionalism, commitment to active learning, participation and academic integrity every time**.

ACADEMIC DISHONESTY

Please note that students involved in academic dishonesty will receive a **ZERO** mark on the particular component in which the infraction occurred and a notation of academic dishonesty in the departmental office. This may also reflect on references written by the department.
It is the student's responsibility to understand what constitutes academic dishonesty.

MISSED EXAMS / TESTS / ASSIGNMENTS

Assignment Submission: Assignments must be received on the due date specified for the assignment.

Lateness Penalty: Assignments received later than the due date will be penalized.
Exceptions to the lateness penalty for valid reasons such as illness, etc., may be entertained by the Lecturer but will require supporting documentation (e.g., a doctor's letter).

Missed Tests: Students with a documented reason for missing a course test, such as illness, which is confirmed by supporting documentation (e.g., doctor's letter) will be handled by the Lecturer.

WEEK-BY-WEEK COURSE SCHEDULE / ORGANISER:

Week	Topic	Activities	Due Date
1	**Introduction** Introduction to animation Story and treatment	Lectures begin	Week 1
2	**Character design and description** Presentation and critique Character biographies	Lecture Reading	Week 2 **Quiz 1** to be held on week 3
3	**Storyboarding** Storyboarding conventions Camera shots for animation	Lecture Reading **Quiz 1**	Week 3 Quiz 1
4-5	**Flash for animation** Animatics The flash software	Lecture Reading **Quiz 2**	Week 4 – Week 5 Week 5 – Quiz 2
6	**Designing sound for animation** Animatics and sound	Lecture Reading **Assignment 1**	Week 6 Week 6 – Exercises
7	**Designing sound for animation** Sound design for animation	Lecture Reading	Week 7 Week7 Submit Assignment 1
8-9	**Sound track animatic** Creating digital backgrounds Layering animation	Lecture Reading **Assignment 2**	Week 8 – Week 9 Week 8 – Exercises
10-11	**Sound track animatic** Adobe Photoshop as a sample tool	Lecture Reading	Week 10 - 11 Mid Semester Week 10 Submit Assignment 2
12	**Digital background presentation** Animating using flash	Lecture Reading	Week 12
13	**Project presentation** Selected scenarios by various groups	Lectures end Review of Semester Work	Week 13
14		Revision Week	

Week	Topic	Activities	Due Date
15		Exams begin	
		Exams end / vacation	