Module Details

Module Title	Advanced Character Animation (Level 5)
Module Code	GAV5007-B
Academic Year	2024/5
Credits	20
School	School of Built Environment, Architecture & Creative Industries
FHEQ Level	FHEQ Level 5

Contact Hours

Type	Hours
Laboratories	24
Directed Study	176

Availability

Occurrence	Location / Period
BDA	University of Bradford / Semester 1

Module Aims

To provide students with an understanding of the issues involved in creating considered well researched animated characters. To make a full examination of what theories and processes are needed to produce effective characters which deepen viewer engagement with the piece of work. Using a mixture of well considered key framed character animation and motion-capture technology, the student will develop awareness of the practical deployment of the aforementioned methods and a critical understanding of the suitability of either approach in relation to effective character animation.

Outline Syllabus

Character development, analysis and visual design, application of traditional animation principles to threedimensional computer animation, acting concepts applied to animation: adding gestures and details to create a convincing performance, directing performance.

Learning Outcomes

Outcome Number	Description
O1	Understand the key issues in effective character design and production; Understand the ways in which traditional animation concepts can be applied to three-dimensional computer animated characters; Understand performance animation techniques and how they can be applied to character animation; Differentiate between adapting a motion-captured performance and generating a character animation.
O2	Animate an effective 3d character model.
O3	Demonstrate evidence of effective time management planning and enhanced technical / conceptual analysis and problem solving skills; Develop professional workflows that will assist in the securing of employment.

Learning, Teaching and Assessment Strategy

Understand the key issues in effective character design and production; understand the ways in which traditional animation concepts can be applied to three-dimensional computer animated characters; understand performance animation techniques and how they can be applied to character animation.

Mode of Assessment

Type	Method	Description	Weighting
Summative	Coursework - Portfolio/e-portfolio	Work undertaken during taught sessions, presented and eveluated.	50%
Summative	Coursework - Artefact	Final character animation at 1080p resolution (.Mov format compressed under 20mb) with evaluation	50%

Reading List

To access the reading list for this module, please visit https://bradford.rl.talis.com/index.html

Please note:
This module descriptor has been published in advance of the academic year to which it applies. Every effort has been made to ensure that the information is accurate at the time of publication, but minor changes may occur given the interval between publishing and commencement of teaching. Upon commencement of the module, students will receive a handbook with further detail about the module and any changes will be discussed and/or communicated at this point.