UNIVERSITY of BRADFORD

Module Descriptor

Module Details	
Module Title	Classical Animation
Module Code	GAV5021-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	33
Seminars	3
Directed Study	164

Availability	
Occurrence	Location / Period
BDA	University of Bradford / Semester 1

Module Aims

Despite the increasing use of computers to create animation, studios want animators to have an understanding of classical techniques such as cell and stop-motion animation. This module will cultivate an understanding and appreciation of these traditional methods in order to expand creative horizons in visual storytelling and provide a greater range of options in the animator's toolkit.

Outline Syllabus

Introduction session;
Drawn animation, storyboarding, animatics;
Experimental film, pixilation;
Stop motion, character creation;
Stop motion, lighting and cinematography;
Stop motion, animation;
Sound and editing.

Learning Outcomes	
Outcome Number	Description
01	Question and investigate conceptual and practical work from a traditional animation context.
02	Apply traditional animation skills in an industrially-reflective environment.
03	Demonstrate organisational skills within an industrial context.

Learning, Teaching and Assessment Strategy

The module is designed to ensure practical experience of classic animation techniques and theories. The module will progress systematically through 2d techniques such as cell animation to physical 3d methods including stop-motion modelling. At each stage, the processes will be placed in historical and conceptual context and applied in weekly practical tasks.
The module is split into 3 parts: classical 2d animation, classical 3d animation and a group project.
The module is delivered through a combination of lectures, workshops, seminars, practicals (LO1, 2) and directed study where individuals and teams make their own animations based on the tutor-led activities (LO3).

The assessment of the learning outcomes are demonstrated in 2 parts:
20% Research and Evaluation - inspired by given-case studies, students will demonstrate critical reflective thinking from a personal and industrial context.
80% Individual Digital Portfolio - Based on weekly workshop activities, students will demonstrate the application of traditional 2d and 3d animation and production techniques.

Supplementary assessment if required is to expand and revise the portfolio of research based individual works with a written critique.

Mode of Assessment			
Type	Method	Description	Weighting
Summative	Presentation	Research and Evaluation, critical reflective thinking from a personal and industrial context (20 Mins)	20%
Summative	Coursework - Written	Digital Portfolio	80%
Referral	Coursework - Written	A Digitalised Portfolio of Research Based individual works with written critique	100%
Formative	Presentation	Present initial ideas to module tutors for feedback and guidance	N/A

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.

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