

NITEC IN SERVICES - DIGITAL ANIMATION

Course Code: NSDAN / Plan Code: NSDANAC / NSDAN3D

COURSE OBJECTIVE

This course provides students with the skills and technical knowledge to assist the Digital Artist, CG Artist, and/or Animator to prepare and perform related tasks from pre-production design to digital asset creation, animation production and post-production in 3D lighting, compositing and rendering using CGI techniques to support the media industry in their animation production.

This course provides training in one of the 2 specialisations:

Asset Creation (Plan Code: NSDANAC)

This specialisation provides students with the skills and ability needed to create assets for the media industry.

3D Animation (Plan Code: NSDAN3D)

This specialisation provides students with the skills and ability needed to produce 3D animation for the media industry.

COURSE STRUCTURE

S/N	Module Details	Module Code	Module Objectives
M1	Drawing 12 hrs (T) 108 hrs (P) Credits: 6 Prerequisite: Nil	DM2105FP	On completion of the module, students should be able to apply the fundamentals of drawing skills, composition and its techniques for the creation of still life drawing, figure drawing, perspective, and gesture drawing for characters.
		Equivalent Codes DM2013PA DM2013PAR	
M2	Classical Animation Principles 30 hrs (T) 90 hrs (P) Credits: 8 Prerequisite: Nil	DM2106FP	On completion of the module, students should be able to apply the principles of classical animation to the drawing of key poses in action. They are also trained to develop drawing skills specifically for animation through hands-on experience in performing in-betweens and gain knowledge of spacing and timing. They are able to animate using key poses, cut-out animation and character animation based on a dialogue with body mechanics, gestures, lip synch, and facial expressions. They are also trained on advanced animation principles utilising acting to enhance the performance of the characters being animated via experimental animation.
		Equivalent Code Nil	
M3	Animation Design and Layout 12 hrs (T) 108 hrs (P) Credits: 6 Prerequisite: Nil	DM2107FP	On completion of the module, students should be able to apply the basic principles of form, composition, shapes and colour to create key layout and background designs. They are also trained in the creative processes for content creation in digital animation such as character and background designs, costume, accessories and props, etc. They are also trained to create background colour scheme, render background art and colour grading of background art.
		Equivalent Codes DM2016PA DM2016PAR	
M4	Essentials of 3D Animation 12 hrs (T) 108 hrs (P) Credits: 5 Prerequisite: Nil	DM2108FP	On completion of the module, students should be able to perform basic 3D asset creation involving modelling, texturing, rigging, lighting and rendering. They are also taught the basic 3D animation such as body mechanics, animation rigs and facial animation. At the end of the module, the students will understand the entire 3D production workflow.
		Equivalent Code Nil	
AND - Choose Group A or B			
Group A – Asset Creation			

S/N	Module Details	Module Code	Module Objectives
M5A	Asset Creation 12 hrs (T) 108 hrs (P) Credits: 8 Prerequisite: Advised to complete DM2108FP before attempting DM3109FP	DM3109FP	On completion of the module, students should be able to perform the various stages of 3D asset creation, namely surface and polygonal modelling, creating textures and shaders, painting weights and rigs, 3D lighting and rendering. They are also taught via hands-on training in processes revolving the 3D environment. At the end of the module, the students apply the acquired technical knowledge to create a series of 3D rendered images.
		Equivalent Code Nil	
M6A	Asset Creation Portfolio 12 hrs (T) 108 hrs (P) Credits: 6 Prerequisite: Advised to complete all the other core modules.	DM3110FP	On completion of the module, students should be able to apply all the acquired knowledge throughout the course to produce a 3D asset demo reel such as 3D model turntable, character and creature models, 3D props, hard surface and soft surface assets in their portfolio. Students are also trained to prepare their 3D portfolio for future interview materials.
		Equivalent Code Nil	
Group B - 3D Animation			
M5B	3D Animation 12 hrs (T) 108 hrs (P) Credits: 8 Prerequisite: Advised to complete DM2108FP before attempting DM3209FP.	DM3209FP	On completion of the module, students should be able to animate according to a style and a particular staging. They are also trained in character animation, namely body mechanics, acting for animation and lip sync. At the end of the module, the students apply the acquired technical knowledge to create a series of 3D animated shots.
		Equivalent Codes DM3203PA DM3203PAR	
M6B	3D Animation Portfolio 12 hrs (T) 108 hrs (P) Credits: 6 Prerequisite: Advised to complete all the other core modules.	DM3210FP	On completion of the module, students should be able to apply all the acquired knowledge throughout the course to produce a 3D animation reel of character animation using advanced body mechanics, pantomime, and facial animation with lip sync. Students are also trained to prepare their 3D portfolio for future interview materials.
		Equivalent Codes DM3204PA DM3204PAR	

Abbreviations: T – Theory, P – Practical

CREDITS FOR CERTIFICATION

Total of 39 credits from successful completion of 6 modules.

VENUE

ITE College Central

Note:

- 1) Applicant must be free from colour appreciation deficiency.
- 2) Applicant will be required to attend an interview and pass a drawing test for admission.
- 3) The training schedule of lessons is subject to change.
- 4) Depending on the demand, not all the modules in the CET *Nitec* in Services courses will be offered in each intake. Where the modules are offered and there is insufficient enrolment, the classes will be cancelled and a full refund will be given to the affected students.