MODULE OBJECTIVES

Core Modules

Drawing
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.

Classical Animation Principles
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 able 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 utilizing acting to enhance the performance of the characters being animated via experimental animation.

Animation Design and Layout
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.

Essentials of 3D Animation
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.

Storyboard
On completion of the module, students should be able to break down a script and develop it into a series of images that tells a story. They are also trained on the functions of a storyboard staging with background art and on transforming the series of images into an animatic with appropriate timing applied.

Industry Attachment
On completion of the module, students should be able to apply and integrate the technical, social and methodological competencies in carrying out related industry project and handle project management, perform production-related tasks within a given deadline.

Specialisation Modules

Group A (Asset Creation)

Asset Creation
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.
Asset Creation Portfolio
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.

Group B (3D Animation)

3D Animation
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.

3D Animation Portfolio
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.

Electives (Course Specific)

Clay Sculpting
On completion of the module, students should be able to design and construct characters based on the given human, animal or inanimate subjects. They should be able to develop a background history of their characters. The students are also trained on the function of a model sheet, to create different views of their character design and apply colours to them. They will then go hands-on to reproduce their 2D design into a 3D sculpted art work.

Introduction to Post Production
On completion of the module, students should be able to identify the flow of video, and use basic video/audio editing and compositing techniques such as applying various cuts, transitions, music, sound effects and text effects to package their animation for an audience.

Gesture Drawing for Animation
On completion of the module, students should be able to do quick sketches of key poses of life characters, with emphasis on the line quality of the human poses or gestures. Students are trained to apply the line of action, weight, structure, volume, balance, rhythm, and proportion in their short sketches.