

804333 - A2D-A - 2D Animation

Coordinating unit:	804 - CITM - Image Processing and Multimedia Technology Centre		
Teaching unit:	804 - CITM - Image Processing and Multimedia Technology Centre		
Academic year:	2019		
Degree:	BACHELOR'S DEGREE IN DESIGN, ANIMATION AND DIGITAL ART (Syllabus 2017). (Teaching unit Compulsory)		
ECTS credits:	6	Teaching languages:	Spanish

Teaching staff

Coordinator: García Mena, Víctor Daniel

Degree competences to which the subject contributes

Specific:

CEAAD 3. (ENG) Dominar el gran abanico de herramientas profesionales del sector para la elaboración de contenidos digitales de todo tipo.

CEAAD 6. (ENG) Dissenyar, modelar, texturitzar i animar objectes, personatges i escenes 2D i 3D per a la seva inclusió en projectes digitals, seqüències audiovisuals i videojocs.

Learning objectives of the subject

- Show understanding of the basic concepts and procedures involved in 2D and 3D animation, as well as the mathematical and physical foundations.
- Show ability to analyze movement in objects, humans and animals and ability to apply computer animation techniques and their mathematical and physical foundations in 2D and 3D animation.
- Show knowledge and mastery of procedures, techniques, technologies and graphic software and ability to select the most appropriate in each case and to apply them, in the process of composition and animation of 2D and 3D objects and characters in the creation of audiovisual sequences and videogames.
- Show knowledge of the phases of creation of a 2D or 3D movie and ability to plan the process.

Study load

Total learning time: 150h	Hours large group:	18h	12.00%
	Hours medium group:	26h	17.33%
	Hours small group:	0h	0.00%
	Guided activities:	16h	10.67%
	Self study:	90h	60.00%

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Content

title english	Learning time: 2h Theory classes: 2h
Description: content english	
title english	Learning time: 10h Theory classes: 4h Practical classes: 4h Self study : 2h
Description: content english	
title english	Learning time: 6h Theory classes: 2h Practical classes: 4h
Description: content english	
title english	Learning time: 9h 20m Theory classes: 4h Practical classes: 5h 20m
Description: content english	
title english	Learning time: 2h Practical classes: 2h
Description: content english	

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title english	Learning time: 6h Theory classes: 2h Practical classes: 4h
Description: content english	

title english	Learning time: 6h Theory classes: 2h Practical classes: 4h
Description: content english	

title english	Learning time: 4h Theory classes: 2h Practical classes: 2h
Description: content english	

8 - Scene Composition. Effects. Camera movements	Learning time: 7h Theory classes: 3h Practical classes: 4h
Description: content english	

title english	Learning time: 2h Theory classes: 2h
Description: content english	

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Planning of activities

name english	Hours: 4h Practical classes: 4h
name english	Hours: 6h Practical classes: 6h
P03. 2d animation demo reel	Hours: 8h Practical classes: 8h

Qualification system

- [ENG] • P01: 10%
- P02: 15%
 - P03: 15%
 - 1er Parcial: 20%
 - Examen final: 30%
 - Participación y actitud de aprendizaje (PAA): 10%

Para poder superar la asignatura mediante evaluación continua se deberán entregar al menos 2 prácticas de las 3 propuestas en la guía docente.

RE-EVALUACIÓN

Los alumnos que no superen la asignatura mediante la evaluación continua, tendrán la posibilidad de presentarse a la prueba de reevaluación. En esta prueba se reevalúan las notas correspondientes a EP (Examen parcial 20%) y EF (Examen final 30%). Las prácticas (EP) y nota de PAA no se reevalúan. La nota final de asignatura que resulte no podrá superar el 5.

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Bibliography

Basic:

- Johnston, O.; Thomas, F. *Illusion of life: Disney animation*. New York: Abbeville Press, 1997. ISBN 9780786860708.
- Cavalier, S. *The world history of animation*. University of California Press, 2011. ISBN 9780520261129.
- Williams, R. *The animator's survival kit: a manual of methods, principles and formulas for classical, computer, games, stop motion and internet animators*. 2nd ed. London: Faber and Faber, 2012. ISBN 9780571238347.
- Whitaker, H.; Halas, J., Sito, T. *Timing for animation*. 2nd ed. Oxford: Focal Press, 2009. ISBN 9780240521602.
- Taylor, R. *Enciclopedia de técnicas de animación*. Acanto, 2000. ISBN 9788495376022.
- White, Tony. *How to make animated films: Tony White's masterclass on the traditional principles of animation* [on line]. Amsterdam: Elsevier/Focal Press, 2009 [Consultation: 10/12/2018]. Available on: <<https://www.sciencedirect.com/science/book/9780240810331>>. ISBN 9780240810331.

Complementary:

- Blair, P. *Cartooning: animation 1 with Preston Blair: learn to animate cartoons step by step*. 1994. ISBN 9781560100843.
- Mattes, Michael D. *Force: dynamic life drawing for animators* [on line]. 2nd ed. Amsterdam: Focal Press, 2006 [Consultation: 10/12/2018]. Available on: <<https://www.sciencedirect.com/science/book/9780240808451>>. ISBN 9780240808451.
- Muybridge, E. *Animals in motion*. Dover, 2000. ISBN 9780486202037.
- Muybridge, E. *The human figure in motion*. Dover, 2000. ISBN 9780486202044.
- Webster, C. *Action analysis for animators*. Focal Press, 2012. ISBN 9780240812182.