

APPROVED

FA8004: Character Animation

Course Details	
Course Code:	FA8004
Course Title:	Character Animation APPROVED
Short Title:	CA
Course Level::	Level 8
Valid From::	2024/2025 Sem 1
Credits::	15
Owner:	School of Creative Media
Assessment Method:	Achievement
Course Aim	To provide students with specialist-level knowledge of the traditional principles of animation and explore specialist-level rigging processes and the performance methodologies used to bring life to 3D characters as applied to video games, cinematics, and performance animation. The course focuses on mastering specialist-level character rigging techniques and animating props, biped and quadruped characters using industry-standard animation tools, techniques and production workflows.

CILO	
On Completion of this course, the learner will be able to	
#	Learning Outcome Description
1	Strategize and construct hierarchically structured character rigging setups and control systems consistent with animation production practices..
2	Apply the principles of animation and mechanics of motion, timing, and staging in animating characters to communicate original ideas
3	Critically reflect upon and analyse work on character animation demonstrating appreciation of the art form
Requisites	
<ul style="list-style-type: none"> (Pre Requisite: WM7002 - 3D Modeling & Animation 1) 	

No Examinations
No Other Controlled Assessments
Uncontrolled Assessments
Assessment Type Project (Individual)
Assessment Type Project (Individual)
Assessment Type Lab Assignment

Affiliated Entities			
Entity Code	Entity Title	Entity Version	Entity Type
BFA8800	Bachelor of Film and Animation	1	Programme
BFA8800	Bachelor of Film and Animation	2	Programme
BFA8801	Bachelor of Filmmaking	1	Programme