

Course Unit	Animation Laboratory		Field of study	Audiovisuals and Media Production	
Bachelor in	Multimedia		School	School of Public Management, Communication and Tourism	
Academic Year	2023/2024	Year of study	2	Level	1-2
Type	Semestral	Semester	2	ECTS credits	6.0
Code	9213-656-1202-00-23				
Workload (hours)	162	Contact hours	T -	TP 60	PL -
			TC -	S -	E -
			OT -	O -	

T - Lectures; TP - Lectures and problem-solving; PL - Problem-solving, project or laboratory; TC - Fieldwork; S - Seminar; E - Placement; OT - Tutorial; O - Other

Name(s) of lecturer(s) Rita Carolina Morais da Costa

Learning outcomes and competences

- At the end of the course unit the learner is expected to be able to:
1. Understand the technical and conceptual processes involved in animation projects.
 2. Recognize animation as a medium of communication and artistic expression.
 3. Identify and apply different animation techniques recognizing, in context, their potential.
 4. Develop short animations for multiple multimedia systems.
 5. Employ specific digital editing and animation tools, addressed to the different techniques.

Prerequisites

Before the course unit the learner is expected to be able to:
Not applicable

Course contents

Animation history and fundamental principles. Types and techniques of animation and respective development of short animations. Introduction to the study of character animation. Methodologies and techniques for performing traditional and digital animations. Synchronization of sound with animation. Animation direction and creation, concepts, techniques and tools. Planning, pre-production and animation production.

Course contents (extended version)

1. History of animation: pre-cinema and optical toys.
2. Fundamental concepts and techniques of animation: frame by frame; stop-motion; cutout; rotoscoping.
3. Contextualized approach to the techniques presented in short-film animations.
4. Character animation: cycles, trajectories, personality; combined movements; and anticipation.
5. Methodologies, processes and tools employed in animation projects.
6. Synopsis, argument, script; storyboard and animatic.
7. Digital animation tools suitable to the studied techniques and to address the exercises, as well
8. Directing, production and pre-production in animation: steps process involved in animation.

Recommended reading

1. Cámara, Sergi (2005). O desenho animado. Editorial Estampa. ISBN: 972-33-2133-5
2. Shaw, S. (2012). Stop motion: craft skills for model animation. Taylor & Francis.
3. Webster, C. (2012). Action Analysis for Animators. Ed. Focal Press. ISBN-13: 978- 0240812182
4. Beiman, N. (2015). Prepare to board! creating story and characters for animated features and shorts. CRC Press.
5. Williams, R. (2001). The Animator's Survival Kit: A Working Manual of Methods, Principles, and Formulas for Computer, Stop-motion, Games and Classical Animators. Faber.

Teaching and learning methods

Assessment is based on theoretical and hands-on approaches. Theoretical sessions deal with syllabus that will be summoned and instrumentalized in the hands-on approach sessions, on which the conceptual and technical processes, as well as the methodologies and strategies employed, are valued. The non-presence hours presuppose an active attitude from the students. The assessment is distributed.

Assessment methods

1. Continuous assessment - (Regular, Student Worker) (Final)
 - Practical Work - 60% (Hands-on exercises and small projects to perform during the semester. (minimum grade of 7 points))
 - Projects - 40% (Final project. (minimum grade of 7 points))
2. Mobility Students - (Regular) (Final)
 - Practical Work - 60% (Hands-on exercises and small projects.)
 - Projects - 40% (Global project (minimum grade of points))
3. Supplementary assessment - (Regular, Student Worker) (Supplementary, Special)
 - Projects - 100% (Global project.)

Language of instruction

1. Portuguese
2. English

Electronic validation

Rita Carolina Morais da Costa	Ana Lucia Jesus Pinto	Barbara Costa Vilas Boas Barroso	Luisa Margarida Barata Lopes
22-05-2024	22-05-2024	29-05-2024	04-06-2024