

Course Unit	Production of Animated Forms	Field of study	Visual Arts
Bachelor in	Arts Recreation and Production	School	School of Education
Academic Year	2023/2024	Year of study	3
Type	Semestral	Semester	1
Level	1-3	ECTS credits	5.0
Code	9933-660-3104-00-23		
Workload (hours)	135	Contact hours	T - TP 40 PL - TC - S - E - OT 14 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) Jacinta Helena Alves Lourenço Casimiro da Costa

#### Learning outcomes and competences

At the end of the course unit the learner is expected to be able to:

1. Understand the historical aspects and basic principles of animation;
2. To know the traditional and contemporary approaches to animation;
3. Reflect on the contexts and applicability of the animation;
4. Create and produce animated shapes by selecting materials and techniques;
5. Knows techniques of manipulation of animated forms;
6. Apply planning methodologies in the development of a project.

#### Prerequisites

Before the course unit the learner is expected to be able to:  
Without pre-conditions

#### Course contents

1. Introduction to Animation; 2. Creation and production of animated forms; 3. Manipulation of animated forms.

#### Course contents (extended version)

1. Introduction to Animation:
  - Historical and artistic contextualization;
  - Principles of animation;
  - Traditional and contemporary approaches;
  - Contexts and applicability.
2. Creation and production of animated forms:
  - Materials and techniques;
  - Methodology - Pre-production, production, post-production;
  - Shape modeling.
3. Manipulation of animated forms:
  - Movement - Manipulation techniques.

#### Recommended reading

1. GARCÍA, R. (2000). La magia del dibujo animado: actores del lápiz. Alicante: Ediciones de Ponent;
2. PRIEBE, K. (2011). The Advanced Art of Stop-Motion Animation. Boston: Ed. Course Technology;
3. TAYLOR, R. (2000). Enciclopedia de tecnicas de animacion (en papel). Barcelona. Acanto;
4. WELLS, P. (2006). The Fundamentals of Animation. 1 ed. Ava Publishing;
5. WILLIAMS, R. (2009). The Animator's Survival Kit. 2 ed. Faber;

#### Teaching and learning methods

In this UC the following methodologies are implemented: expositive / interrogative approach; field trips; technical demonstrations; experimentation; participatory / collaborative practice; problem solving; individual and / or group work; presentation, discussion and reflection on the projects carried out. These methodologies aim to favor the student's autonomous work.

#### Assessment methods

1. CONTINUOUS EVALUATION - (Regular, Student Worker) (Final)
  - Projects - 60%
  - Reports and Guides - 30%
  - Presentations - 10%
2. EXAM EVALUATION - (Regular, Student Worker) (Supplementary, Special)
  - Projects - 60% (nº 4 art. 7 Frequency and Evaluation Regulations - Classification obtained in Continuous Assessment)
  - Practical Work - 40% (Theoretical practical work proposal with the respective technical report and oral presentation.)

#### Language of instruction

Portuguese, with additional English support for foreign students.

#### Electronic validation

Jacinta Helena Alves Lourenço Casimiro da Costa	Helena Maria Lopes Pires Genésio	António José Santos Meireles	Carlos Manuel Costa Teixeira
15-12-2023	21-12-2023	26-12-2023	11-02-2024