

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	Level	1-3
Type	Semestral	Semester	1	ECTS credits	5.0
Workload (hours)			135	Contact hours	
			T	-	TP
			40	PL	-
			TC	-	S
			-	E	-
			OT	14	O
			-	-	-
Code 9933-660-3104-00-23					

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