

Course Unit	Animation Laboratory			Field of study	Audiovisuals and Media Production	
Bachelor in	Multimedia			School	School of Public Management, Communication and Tourism	
Academic Year	2021/2022	Year of study	2	Level	1-2	ECTS credits 6.0
Туре	Semestral	Semester	2	Code	9213-656-1202-00-21	
Workload (hours)	162	Contact hours			C - S - solving, project or laboratory; TC	E - OT - O Fieldwork; S - Seminar, E - Placement; OT - Tutorial; O - Other

Name(s) of lecturer(s) Ana Lucia Jesus Pinto, Bruno Manuel de Oliveira Maganinho

Learning outcomes and competences

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

- . Understand the technical and conceptual processes involved in animation projects. Recognize animation as a medium of communication and artistic expression.

- Identify and apply different animation techniques recognizing, in context, their potential.
 Develop short animations for multimedia systems (among others, webdesign and video games).
 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)

- History of animation: pre-cinema and optical toys.
 Fundamental concepts and techniques of animation: frame by frame; stop-motion; cutout; rotoscopy.
 Contextualized approach to the techniques presented in short-film animations.
 Character animation: cycles, trajectories, personality; combined movements; and anticipation.
 Methodologies, processes and tools employed in animation projects.
 Conspicio compression to the processes and tools employed in animation projects.

- Synopsis, argument, script; storyboard and animatic.

 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

- Carlaria, Sergi (2005). O deserring arithmator. Editorial Estarripa. ISBN:972-35-2133-5
 Gasek, Tom (2017). Frame-By-Frame Stop Motion: The Guide to Non-Puppet Photographic Animation Techniques. CRC Press. ISBN 1498780628
 Webster, C. (2012). Action Analysis for Animators. Ed. Focal Press. ISBN-13: 978- 0240812182
 White, T. (2014). Animation from pencils to pixels. Classical Techniques for Digital Animators. Boston. Ed. Taylor and Francis ISBN 9781136144219
 Williams, R. (2012). The Animator's Survival Kit: A Manual of Methods, Principles and Formulas for

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 assessement is distributed.

Assessment methods

- Distributed assessement (Regular, Student Worker) (Final, Supplementary, Special)
 Practical Work 70% (Hands-on exercises and small projects to perform during the semester.)
 Projects 30% (Final project (minimum grade of 8 points))
 Mobility Students (Regular) (Final, Supplementary, Special)
 Practical Work 70% (Hands-on exercises and small projects.)
 Projects 30% (Global project (minimum grade of 8 points))

Language of instruction

- Portuguese
 English

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Ana Lucia Jesus Pinto, Bruno Manuel de Oliveira Maganinho	Ana Lucia Jesus Pinto	Carlos Sousa Casimiro da Costa	Luisa Margarida Barata Lopes
23-10-2021	23-10-2021	25-10-2021	26-10-2021