DGTL11001 *Foundations of Animation*
Term 2 - 2018

Profile information current as at 14/05/2024 10:30 am

All details in this unit profile for DGTL11001 have been officially approved by CQUniversity and represent a learning partnership between the University and you (our student). The information will not be changed unless absolutely necessary and any change will be clearly indicated by an approved correction included in the profile.

General Information

Overview
This unit is designed to provide students with a foundation in animation practice. Students will develop animations, applying theoretical concepts to practical solutions using industry-standard software.

Details
Career Level: *Undergraduate*
Unit Level: *Level 1*
Credit Points: *6*
Student Contribution Band: *8*
Fraction of Full-Time Student Load: *0.125*

Pre-requisites or Co-requisites
There are no requisites for this unit.
Important note: Students enrolled in a subsequent unit who failed their pre-requisite unit, should drop the subsequent unit before the census date or within 10 working days of Fail grade notification. Students who do not drop the unit in this timeframe cannot later drop the unit without academic and financial liability. See details in the [Assessment Policy and Procedure (Higher Education Coursework)](#).

Offerings For Term 2 - 2018

- Brisbane
- Bundaberg
- Distance
- Mackay
- Noosa
- Rockhampton
- Sydney

Attendance Requirements
All on-campus students are expected to attend scheduled classes – in some units, these classes are identified as a mandatory (pass/fail) component and attendance is compulsory. International students, on a student visa, must maintain a full time study load and meet both attendance and academic progress requirements in each study period (satisfactory attendance for International students is defined as maintaining at least an 80% attendance record).

Website
[This unit has a website, within the Moodle system, which is available two weeks before the start of term. It is important that you visit your Moodle site throughout the term. Please visit Moodle for more information.](#)

Class and Assessment Overview

Recommended Student Time Commitment
Each 6-credit Undergraduate unit at CQUniversity requires an overall time commitment of an average of 12.5 hours of study per week, making a total of 150 hours for the unit.

Class Timetable

Regional Campuses
Bundaberg, Cairns, Emerald, Gladstone, Mackay, Rockhampton, Townsville

Metropolitan Campuses
Adelaide, Brisbane, Melbourne, Perth, Sydney

Assessment Overview
1. **Practical Assessment**
Weighting: 30%
2. **Practical Assessment**
Weighting: 30%
3. **Practical Assessment**
Weighting: 40%

Assessment Grading
This is a graded unit: your overall grade will be calculated from the marks or grades for each assessment task, based on the relative weightings shown in the table above. You must obtain an overall mark for the unit of at least 50%, or an overall grade of 'pass' in order to pass the unit. If any 'pass/fail' tasks are shown in the table above they must also be completed successfully ('pass' grade). You must also meet any minimum mark requirements specified for a particular assessment task, as detailed in the 'assessment task' section (note that in some instances, the minimum mark for a task may be greater than 50%). Consult the University's Grades and Results Policy for more details of interim results and final grades.

CQUniversity Policies

All University policies are available on the CQUniversity Policy site.
You may wish to view these policies:

- Grades and Results Policy
- Assessment Policy and Procedure (Higher Education Coursework)
- Review of Grade Procedure
- Student Academic Integrity Policy and Procedure
- Monitoring Academic Progress (MAP) Policy and Procedure – Domestic Students
- Monitoring Academic Progress (MAP) Policy and Procedure – International Students
- Student Refund and Credit Balance Policy and Procedure
- Student Feedback – Compliments and Complaints Policy and Procedure
- Information and Communications Technology Acceptable Use Policy and Procedure

This list is not an exhaustive list of all University policies. The full list of University policies are available on the CQUniversity Policy site.

Previous Student Feedback

Feedback, Recommendations and Responses

Every unit is reviewed for enhancement each year. At the most recent review, the following staff and student feedback items were identified and recommendations were made.

Feedback from Feedback from students and tutors.

Feedback

Students commented on various aspects of the assessment tasks such as the degree of difficulty, the scope for creativity, and the marking criteria.

Recommendation

The assessment tasks will be reviewed in the light of feedback from students and tutors.

Unit Learning Outcomes

On successful completion of this unit, you will be able to:

1. knowledge and understanding about the history and context of contemporary animation, particularly in online environments
2. familiarity and competency with traditional animation techniques and principles using industry-standard software
3. analytical and problem-solving abilities which can be applied to practical solutions for specific industry requirements and issues.

Alignment of Learning Outcomes, Assessment and Graduate Attributes

— N/A Level ○ Introductory Level ○ Intermediate Level ● Graduate Level ○ Professional Level ○ Advanced Level

Alignment of Assessment Tasks to Learning Outcomes

Assessment Tasks	Learning Outcomes		
	1	**2**	**3**
1 - Practical Assessment - 30%	●		
2 - Practical Assessment - 30%		●	●

Alignment of Graduate Attributes to Learning Outcomes

Graduate Attributes	Learning Outcomes		
	1	**2**	**3**
1 - Communication	●	●	●
2 - Problem Solving	●		●
3 - Critical Thinking	●	●	●
4 - Information Literacy	●	●	●

Graduate Attributes	Learning Outcomes		
	1	2	3
5 - Team Work			•
6 - Information Technology Competence	•	•	•
7 - Cross Cultural Competence		•	
8 - Ethical practice	•	•	•
9 - Social Innovation			
10 - Aboriginal and Torres Strait Islander Cultures			

Alignment of Assessment Tasks to Graduate Attributes

Assessment Tasks	Graduate Attributes									
	1	2	3	4	5	6	7	8	9	10
1 - Practical Assessment - 30%		•	•	•		•				
2 - Practical Assessment - 30%	•	•	•	•		•	•	•		
3 - Practical Assessment - 40%	•	•	•	•		•	•	•		

Textbooks and Resources

Textbooks

DGTL11001

Prescribed

The Animator's Survival Kit
(2001)
Authors: Richard Williams
Faber
London , United Kingdom
ISBN: 0571202284
Binding: Paperback

View textbooks at the CQUniversity Bookshop

IT Resources

You will need access to the following IT resources:

- CQUniversity Student Email
- Internet
- Unit Website (Moodle)
- Adobe After Effects CC
- Adobe Media Encoder CC
- Adobe Photoshop CC
- Adobe Premiere CC
- Google Chrome
- Graphics Tablet (Recommended)

Referencing Style

All submissions for this unit must use the referencing style: Harvard (author-date)
For further information, see the Assessment Tasks.

Teaching Contacts

Andrew Martin Unit Coordinator
a.martin@cqu.edu.au

Schedule

Week 1 - 09 Jul 2018

Module/Topic	Chapter	Events and Submissions/Topic
Unit Overview **History of Animation:** Caves to Computers **Principles of Animation:** Overview, Squash and Stretch, Slow In and Slow Out, Timing (and Spacing)	**The Animator's Survival Kit:** Pages 1-67, 84-101	

Week 2 - 16 Jul 2018

Module/Topic	Chapter	Events and Submissions/Topic
History of Animation: Before Mickey **Principles of Animation:** Arcs, Staging	**The Animator's Survival Kit:** Pages 90-92, 251	

Week 3 - 23 Jul 2018

Module/Topic	Chapter	Events and Submissions/Topic
History of Animation: A New Medium **Principles of Animation:** Anticipation, Exaggeration	**The Animator's Survival Kit:** Pages 96-98, 273-284	

Week 4 - 30 Jul 2018

Module/Topic	Chapter	Events and Submissions/Topic
History of Animation: Walt Disney **Principles of Animation:** Follow Through and Overlapping Action	**The Animator's Survival Kit:** Pages 226-230, 252-255	**Tutorial Exercises 1 and Individual Exercise 1** Due: Week 4 Friday (3 Aug 2018) 11:00 pm AEST

Week 5 - 06 Aug 2018

Module/Topic	Chapter	Events and Submissions/Topic
History of Animation: Puppets and Stop-Motion **Principles of Animation:** "Flexibility"	**The Animator's Survival Kit:** Pages 217-225, 231-245, 252-255	

Vacation Week - 13 Aug 2018

Module/Topic	Chapter	Events and Submissions/Topic

Week 6 - 20 Aug 2018

Module/Topic	Chapter	Events and Submissions/Topic
History of Animation: Limited Animation **Principles of Animation:** "Walks"	**The Animator's Survival Kit:** Pages 102-166	

Week 7 - 27 Aug 2018

Module/Topic	Chapter	Events and Submissions/Topic

History of Animation: Anime
Principles of Animation: Secondary Action, "Character"

The Animator's Survival Kit: Pages 161-162, 315-326

Week 8 - 03 Sep 2018

Module/Topic	Chapter	Events and Submissions/Topic
History of Animation: Alternative Animation and Motion Graphics **Principles of Animation:** "Weight"	**The Animator's Survival Kit:** Pages 257-272	**Tutorial Exercises 2 and Individual Exercise 2** Due: Week 8 Friday (7 Sept 2018) 11:00 pm AEST

Week 9 - 10 Sep 2018

Module/Topic	Chapter	Events and Submissions/Topic
History of Animation: Computer Animation **Principles of Animation:** "Rhythm"	**The Animator's Survival Kit:** Pages 201-216	

Week 10 - 17 Sep 2018

Module/Topic	Chapter	Events and Submissions/Topic
History of Animation: Australia **Principles of Animation:** Solid Drawing, Appeal	**The Animator's Survival Kit:** Pages 23-34, 324-325	

Week 11 - 24 Sep 2018

Module/Topic	Chapter	Events and Submissions/Topic
History of Animation: Women **Principles of Animation:** "Dialogue"	**The Animator's Survival Kit:** Pages 304-314	

Week 12 - 01 Oct 2018

Module/Topic	Chapter	Events and Submissions/Topic
History of Animation: Documentaries **Principles of Animation:** "Acting for Animation"	**The Animator's Survival Kit:** Pages 315-326	**Character Walk Cycles** Due: Week 12 Friday (5 Oct 2018) 11:00 pm AEST

Review/Exam Week - 08 Oct 2018

Module/Topic	Chapter	Events and Submissions/Topic

Exam Week - 15 Oct 2018

Module/Topic	Chapter	Events and Submissions/Topic

Assessment Tasks

1 Tutorial Exercises 1 and Individual Exercise 1

Assessment Type
Practical Assessment

Task Description
This assessment requires you to complete the first three (3) tutorial exercises, and complete an original individual exercise, and compile them into a single video. The video must adhere to the technical specifications and submission requirements specified in the assessment criteria. Video tutorials are provided to guide you through the process.

Please refer to the unit website (Moodle) for a detailed assessment description and criteria.

Assessment Due Date
Week 4 Friday (3 Aug 2018) 11:00 pm AEST

Return Date to Students
Vacation Week Friday (17 Aug 2018)

Weighting
30%

Assessment Criteria
Adherence to technical specifications and submission requirements
Application of principles of animation
Competence with medium and/or software
Creativity

Please refer to the unit website (Moodle) for detailed assessment criteria.

Referencing Style

- [Harvard (author-date)](#)

Submission
Online

Submission Instructions
You must upload a single video containing all four (4) exercises directly to the unit website (Moodle).

Learning Outcomes Assessed

- knowledge and understanding about the history and context of contemporary animation, particularly in online environments

Graduate Attributes

- Problem Solving
- Critical Thinking
- Information Literacy
- Information Technology Competence

2 Tutorial Exercises 2 and Individual Exercise 2

Assessment Type
Practical Assessment

Task Description
This assessment requires you to complete the second three (3) tutorial exercises, and complete an original individual exercise, and compile them into a single video. The video must adhere to the technical specifications and submission requirements specified in the assessment criteria. Video tutorials are provided to guide you through the process.

Please refer to the unit website (Moodle) for a detailed assessment description and criteria.

Assessment Due Date
Week 8 Friday (7 Sept 2018) 11:00 pm AEST

Return Date to Students
Week 10 Friday (21 Sept 2018)

Weighting
30%

Assessment Criteria
Adherence to technical specifications and submission requirements
Application of principles of animation
Competence with medium and/or software
Creativity

Please refer to the unit website (Moodle) for detailed assessment criteria.

Referencing Style

- [Harvard (author-date)](#)

Submission
Online

Submission Instructions
You must upload a single video containing all four (4) exercises directly to the unit website (Moodle).

Learning Outcomes Assessed

- familiarity and competency with traditional animation techniques and principles using industry-standard software
- analytical and problem-solving abilities which can be applied to practical solutions for specific industry

requirements and issues.

Graduate Attributes

- Communication
- Problem Solving
- Critical Thinking
- Information Literacy
- Information Technology Competence
- Cross Cultural Competence
- Ethical practice

3 Character Walk Cycles

Assessment Type
Practical Assessment

Task Description
This assessment requires you to animate three (3) character walk cycles using one of the templates provided. The video must adhere to the technical specifications and submission requirements specified in the assessment criteria.

Please refer to the unit website (Moodle) for a detailed assessment description and criteria.

Assessment Due Date
Week 12 Friday (5 Oct 2018) 11:00 pm AEST

Return Date to Students
Exam Week Friday (19 Oct 2018)

Weighting
40%

Assessment Criteria
Adherence to technical specifications and submission requirements
Application of principles of animation
Competence with medium and/or software
Creativity

Please refer to the unit website (Moodle) for detailed assessment criteria.

Referencing Style

- [Harvard (author-date)](#)

Submission
Online

Submission Instructions
You must upload a single video containing all three (3) walk cycles directly to the unit website (Moodle).

Graduate Attributes

- Communication
- Problem Solving
- Critical Thinking
- Information Literacy
- Information Technology Competence
- Cross Cultural Competence
- Ethical practice

Academic Integrity Statement

As a CQUniversity student you are expected to act honestly in all aspects of your academic work.

Any assessable work undertaken or submitted for review or assessment must be your own work. Assessable work is any type of work you do to meet the assessment requirements in the unit, including draft work submitted for review and feedback and final work to be assessed.

When you use the ideas, words or data of others in your assessment, you must thoroughly and clearly acknowledge the source of this information by using the correct referencing style for your unit. Using others' work without proper acknowledgement may be considered a form of intellectual dishonesty.

Participating honestly, respectfully, responsibly, and fairly in your university study ensures the CQUniversity qualification you earn will be valued as a true indication of your individual academic achievement and will continue to receive the respect and recognition it deserves.

As a student, you are responsible for reading and following CQUniversity's policies, including the **Student Academic Integrity Policy and Procedure**. This policy sets out CQUniversity's expectations of you to act with integrity, examples of academic integrity breaches to avoid, the processes used to address alleged breaches of academic integrity, and potential penalties.

What is a breach of academic integrity?
A breach of academic integrity includes but is not limited to plagiarism, self-plagiarism, collusion, cheating, contract cheating, and academic misconduct. The Student Academic Integrity Policy and Procedure defines what these terms mean and gives examples.

Why is academic integrity important?
A breach of academic integrity may result in one or more penalties, including suspension or even expulsion from the University. It can also have negative implications for student visas and future enrolment at CQUniversity or elsewhere. Students who engage in contract cheating also risk being blackmailed by contract cheating services.

Where can I get assistance?
For academic advice and guidance, the Academic Learning Centre (ALC) can support you in becoming confident in completing assessments with integrity and of high standard.

What can you do to act with integrity?

Be Honest
If your assessment task is done by someone else, it would be dishonest of you to claim it as your own

Seek Help
If you are not sure about how to cite or reference in essays, reports etc, then seek help from your lecturer, the library or the Academic Learning Centre (ALC)

Produce Original Work
Originality comes from your ability to read widely, think critically, and apply your gained knowledge to address a question or problem