



# DGTL11001 *Foundations of Animation*

## Term 2 - 2023

Profile information current as at 26/04/2024 02:44 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 - 2023

- Brisbane
- Bundaberg
- Cairns
- Mackay
- Online
- Rockhampton

### 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 End of term feedback and Zoom discussions

##### Feedback

Student feedback suggests that the level of content for a first year unit is overwhelming.

##### Recommendation

Unit resources and content will be reviewed, and changes made where opportunities exist.

#### Feedback from End of term feedback

##### Feedback

Student feedback suggested that the assessment tasks are too prescriptive and restrict creativity.

##### Recommendation

Although students must demonstrate proficiency with the stipulated software and principles of animation, the assessment tasks will be reviewed in order to identify greater opportunities for creative expression.

## 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



### 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	•	•	•

Graduate Attributes	Learning Outcomes		
	1	2	3
2 - Problem Solving	•		•
3 - Critical Thinking	•	•	•
4 - Information Literacy	•	•	•
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: A Manual of Methods, Principles, and Formulas for Classical, Computer, Games, Stop Motion, and Internet Animators**

Edition: 1st (2001)

Authors: Williams, Richard

Faber & Faber

London, UK

ISBN: 0-5712-0228-4

Binding: Paperback

### 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
- Google Chrome
- Graphics Tablet (Recommended)
- Adobe Illustrator CC (Optional)
- Adobe Premiere Pro CC (Optional)

## Referencing Style

All submissions for this unit must use the referencing style: [American Psychological Association 7th Edition \(APA 7th edition\)](#)

For further information, see the Assessment Tasks.

## Teaching Contacts

**Jim Picton** Unit Coordinator  
[j.picton@cqu.edu.au](mailto:j.picton@cqu.edu.au)

## Schedule

### Week 1 - 10 Jul 2023

Module/Topic	Chapter	Events and Submissions/Topic
<b>Unit Overview</b> <b>History of Animation:</b> Caves to Computers <b>Principles of Animation:</b> Overview, Squash and Stretch, Slow In and Slow Out, Timing (and Spacing)	<b>The Animator's Survival Kit:</b> Pages 1-67, 84-101	Please refer to the 'Virtual Classes' tile on the unit website for the weekly tutorial schedule (for online & on-campus students).

### Week 2 - 17 Jul 2023

Module/Topic	Chapter	Events and Submissions/Topic
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**History of Animation:** Before Mickey  
**Principles of Animation:** Arcs, Staging

**The Animator's Survival Kit:** Pages 90-92, 251

Please refer to the 'Virtual Classes' tile on the unit website for the weekly tutorial schedule (for online & on-campus students).

### Week 3 - 24 Jul 2023

#### Module/Topic

**History of Animation:** A New Medium  
**Principles of Animation:** Anticipation, Exaggeration

#### Chapter

**The Animator's Survival Kit:** Pages 96-98, 273-284

#### Events and Submissions/Topic

Please refer to the 'Virtual Classes' tile on the unit website for the weekly tutorial schedule (for online & on-campus students).

### Week 4 - 31 Jul 2023

#### Module/Topic

**History of Animation:** Walt Disney  
**Principles of Animation:** Follow Through and Overlapping Action

#### Chapter

**The Animator's Survival Kit:** Pages 226-230, 252-255

#### Events and Submissions/Topic

Please refer to the 'Virtual Classes' tile on the unit website for the weekly tutorial schedule (for online & on-campus students).

### Week 5 - 07 Aug 2023

#### Module/Topic

**History of Animation:** Puppets and Stop-Motion  
**Principles of Animation:** "Flexibility"

#### Chapter

**The Animator's Survival Kit:** Pages 217-225, 231-245, 252-255

#### Events and Submissions/Topic

Please refer to the 'Virtual Classes' tile on the unit website for the weekly tutorial schedule (for online & on-campus students).

**Tutorial Exercises 1 and Individual Exercise 1** Due: Week 5 Monday (7 Aug 2023) 11:45 pm AEST

### Vacation Week - 14 Aug 2023

#### Module/Topic

No classes - Enjoy your break!

#### Chapter

#### Events and Submissions/Topic

### Week 6 - 21 Aug 2023

#### Module/Topic

**History of Animation:** Limited Animation  
**Principles of Animation:** "Walks"

#### Chapter

**The Animator's Survival Kit:** Pages 102-166

#### Events and Submissions/Topic

Please refer to the 'Virtual Classes' tile on the unit website for the weekly tutorial schedule (for online & on-campus students).

### Week 7 - 28 Aug 2023

#### Module/Topic

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

#### Chapter

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

#### Events and Submissions/Topic

Please refer to the 'Virtual Classes' tile on the unit website for the weekly tutorial schedule (for online & on-campus students).

### Week 8 - 04 Sep 2023

#### Module/Topic

**History of Animation:** Alternative Animation and Motion Graphics  
**Principles of Animation:** "Weight"

#### Chapter

**The Animator's Survival Kit:** Pages 257-272

#### Events and Submissions/Topic

Please refer to the 'Virtual Classes' tile on the unit website for the weekly tutorial schedule (for online & on-campus students).

**Tutorial Exercises 2 and Individual Exercise 2** Due: Week 8 Monday (4 Sept 2023) 11:45 pm AEST

### Week 9 - 11 Sep 2023

#### Module/Topic

#### Chapter

#### Events and Submissions/Topic

**History of Animation:** Computer Animation  
**Principles of Animation:** "Rhythm"

**The Animator's Survival Kit:** Pages 201-216

Please refer to the 'Virtual Classes' tile on the unit website for the weekly tutorial schedule (for online & on-campus students).

#### Week 10 - 18 Sep 2023

**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

Please refer to the 'Virtual Classes' tile on the unit website for the weekly tutorial schedule (for online & on-campus students).

#### Week 11 - 25 Sep 2023

**Module/Topic**

**Chapter**

**Events and Submissions/Topic**

**History of Animation:** Women  
**Principles of Animation:** "Dialogue"

**The Animator's Survival Kit:** Pages 304-314

Please refer to the 'Virtual Classes' tile on the unit website for the weekly tutorial schedule (for online & on-campus students).

#### Week 12 - 02 Oct 2023

**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

Please refer to the 'Virtual Classes' tile on the unit website for the weekly tutorial schedule (for online & on-campus students).

#### Review/Exam Week - 09 Oct 2023

**Module/Topic**

**Chapter**

**Events and Submissions/Topic**

**Character Walk Cycles** Due: Review/Exam Week Monday (9 Oct 2023) 11:45 pm AEST

#### Exam Week - 16 Oct 2023

**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 Week 1, 2 and 3 tutorial exercises to demonstrate proficiency in basic animation principles; complete an original individual animation exercise, and then compile these into a single video. Finally, you will reflect on your learning by completing a self-reflection using the template provided.

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

#### Assessment Due Date

Week 5 Monday (7 Aug 2023) 11:45 pm AEST

#### Return Date to Students

Assessment tasks will be marked and returned to students (generally) within 14 days of submission.

#### Weighting

30%

#### Assessment Criteria

- Adherence to technical specifications and submission requirements
- Application of principles of animation

- Competence with medium and/or software
- Creativity
- Communication (written)

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

### **Referencing Style**

- [American Psychological Association 7th Edition \(APA 7th edition\)](#)

### **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 Week 4, 5 and 6 tutorial exercises to demonstrate proficiency in basic animation principles; complete an original individual animation exercise, and then compile these into a single video. Finally, you will reflect on your learning by completing a self-reflection using the template provided.

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

### **Assessment Due Date**

Week 8 Monday (4 Sept 2023) 11:45 pm AEST

### **Return Date to Students**

Assessment tasks will be marked and returned to students (generally) within 14 days of submission.

### **Weighting**

30%

### **Assessment Criteria**

- Adherence to technical specifications and submission requirements
- Application of principles of animation
- Competence with medium and/or software
- Creativity
- Communication (written)

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

### **Referencing Style**

- [American Psychological Association 7th Edition \(APA 7th edition\)](#)

### **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, and complete a written review of your work.

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**

Review/Exam Week Monday (9 Oct 2023) 11:45 pm AEST

### **Return Date to Students**

Assessment tasks will be marked and returned to students (generally) within 14 days of submission.

### **Weighting**

40%

### **Assessment Criteria**

- Adherence to technical specifications and submission requirements
- Application of principles of animation
- Competence with medium and/or software
- Creativity
- Communication (written)

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

### **Referencing Style**

- [American Psychological Association 7th Edition \(APA 7th edition\)](#)

### **Submission**

Online

### **Submission Instructions**

You must upload both deliverables 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