



DGTL12016 3D Character Animation

Term 2 - 2020

Profile information current as at 01/05/2024 10:54 am

All details in this unit profile for DGTL12016 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 of study provides an introduction to three-dimensional (3D) character animation theory, principles and practices. You will learn how to use a variety of tools and techniques to apply the principles of animation to 3D characters. You will develop the necessary skills to produce animated 3D characters for animation, visual effects and games using industry-standard software.

Details

Career Level: *Undergraduate*

Unit Level: *Level 2*

Credit Points: 6

Student Contribution Band: 8

Fraction of Full-Time Student Load: 0.125

Pre-requisites or Co-requisites

Prerequisite: DGTL11001 Foundations of Animation

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 - 2020

- Brisbane
- Bundaberg
- 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](#).

Unit Learning Outcomes

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

1. Apply the principles of animation to 3D character rigs
2. Produce 3D character animation using industry-standard software
3. Produce 3D character animation using best practice, including producing reference material, meeting milestone deadlines and incorporating feedback
4. Analyse and critique character animation.

Not applicable

Alignment of Learning Outcomes, Assessment and Graduate Attributes



Alignment of Assessment Tasks to Learning Outcomes

Assessment Tasks	Learning Outcomes			
	1	2	3	4
1 - Practical Assessment - 30%		•		
2 - Practical Assessment - 30%	•			
3 - Practical Assessment - 40%	•	•	•	•

Alignment of Graduate Attributes to Learning Outcomes

Graduate Attributes	Learning Outcomes			
	1	2	3	4
1 - Communication				•
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

DGTL12016

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

Additional Textbook Information

Copies are available for purchase at the CQUni Bookshop here: <http://bookshop.cqu.edu.au> (search on the Unit code).

IT Resources

You will need access to the following IT resources:

- CQUniversity Student Email
- Internet
- Unit Website (Moodle)
- Adobe Photoshop CC
- Google Chrome
- Graphics Tablet (Recommended)
- Autodesk Maya

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

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Schedule

Week 1 - 13 Jul 2020

Module/Topic	Chapter	Events and Submissions/Topic
Unit Overview Theory of Character Animation: What is Character Animation? Practice of Character Animation: Process Overview	The Animator's Survival Kit: Pages: 35-45, 84-95, 273-284	
Week 2 - 20 Jul 2020		
Module/Topic	Chapter	Events and Submissions/Topic
Theory of Character Animation: Basic Physics (Mass and Gravity) Practice of Character Animation: Keys and Graph Editors	The Animator's Survival Kit: Pages: 256-269, 46-69 Physics for Animators: https://tinyurl.com/ybqymw9r , https://tinyurl.com/y9s8myee Action Analysis for Animators: https://tinyurl.com/yaw5rbsf	
Week 3 - 27 Jul 2020		
Module/Topic	Chapter	Events and Submissions/Topic
Theory of Character Animation: Basic Anatomy (Joints and Muscles) Practice of Character Animation: Planning	Animation Salvation: https://tinyurl.com/y75dfuk6 Action Analysis for Animators: https://tinyurl.com/y8z2au8k (Stop at "Movement Given to One's Own Body")	
Week 4 - 03 Aug 2020		
Module/Topic	Chapter	Events and Submissions/Topic
Theory of Character Animation: Body Mechanics 1 (Walks) Practice of Character Animation: Blocking	The Animator's Survival Kit: Pages: 102-117, 120-123, 136-139, 142, 146-153	
Week 5 - 10 Aug 2020		
Module/Topic	Chapter	Events and Submissions/Topic
Theory of Character Animation: Body Mechanics 2 (Runs, Jumps, Lifts, etc.) Practice of Character Animation: Splining and Polishing	The Animator's Survival Kit: Pages: 176-200, 209-216, 257-263, 266-268	Tutorial Exercises 1 and Character Animation Pitch Due: Week 5 Monday (10 Aug 2020) 11:00 pm AEST
Vacation Week - 17 Aug 2020		
Module/Topic	Chapter	Events and Submissions/Topic
Week 6 - 24 Aug 2020		
Module/Topic	Chapter	Events and Submissions/Topic
Theory of Character Animation: Personality and Character Practice of Character Animation: Tips and Tricks (Asymmetry, Framing, Silhouette, Offset Keys, etc.) and Interacting with Objects	The Animator's Survival Kit: Pages: 251, 297-302, 315-325	
Week 7 - 31 Aug 2020		
Module/Topic	Chapter	Events and Submissions/Topic
'Weeklies' (Assessment 2: Planning)	No Readings	
Week 8 - 07 Sep 2020		
Module/Topic	Chapter	Events and Submissions/Topic
'Weeklies' (Assessment 2: Planning)	No Readings	
Week 9 - 14 Sep 2020		

Module/Topic	Chapter	Events and Submissions/Topic
'Weeklies' (Assessment 3: Blocking)	No Readings	Tutorial Exercises 2 and Character Animation Planning Due: Week 9 Monday (14 Sept 2020) 11:00 pm AEST
Week 10 - 21 Sep 2020		
Module/Topic	Chapter	Events and Submissions/Topic
'Weeklies' (Assessment 3: Blocking)	No Readings	
Week 11 - 28 Sep 2020		
Module/Topic	Chapter	Events and Submissions/Topic
'Weeklies' (Assessment 3: Splining and Polishing)	No Readings	
Week 12 - 05 Oct 2020		
Module/Topic	Chapter	Events and Submissions/Topic
'Weeklies' (Assessment 3: Splining and Polishing)	No Readings	
Review/Exam Week - 12 Oct 2020		
Module/Topic	Chapter	Events and Submissions/Topic
		Character Animation Project Due: Review/Exam Week Monday (12 Oct 2020) 11:00 pm AEST
Exam Week - 19 Oct 2020		
Module/Topic	Chapter	Events and Submissions/Topic

Assessment Tasks

1 Tutorial Exercises 1 and Character Animation Pitch

Assessment Type

Practical Assessment

Task Description

This assessment requires you to complete the Week 1, 2 and 3 tutorial exercises and compile them into a single video, complete a written pitch for your Character Animation Project (Assessment 3), and complete a written review for three (3) of your peers' pitches. The video and documents 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 5 Monday (10 Aug 2020) 11:00 pm AEST

Return Date to Students

Week 6 Monday (24 Aug 2020)

Weighting

30%

Assessment Criteria

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

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

Referencing Style

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

Submission

Online

Submission Instructions

You must upload all three (3) deliverables directly to the unit website (Moodle).

Learning Outcomes Assessed

- Produce 3D character animation using industry-standard software

Graduate Attributes

- Problem Solving
- Information Technology Competence

2 Tutorial Exercises 2 and Character Animation Planning

Assessment Type

Practical Assessment

Task Description

This assessment requires you to complete the Week 4, 5 and 6 tutorial exercises and compile them into a single video, complete planning for your Character Animation Project (Assessment 3), and complete a written review for three (3) of your peers' planning. The video and documents 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 9 Monday (14 Sept 2020) 11:00 pm AEST

Return Date to Students

Week 11 Monday (28 Sept 2020)

Weighting

30%

Assessment Criteria

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

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

Referencing Style

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

Submission

Online

Submission Instructions

You must upload all four (4) deliverables directly to the unit website (Moodle).

Learning Outcomes Assessed

- Apply the principles of animation to 3D character rigs

Graduate Attributes

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

3 Character Animation Project

Assessment Type

Practical Assessment

Task Description

This assessment requires you to complete character animation for three (3) character actions using the 3D character rig provided, and complete a written review for three (3) of your peers' character animation progress each week during its production.

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

Assessment Due Date

Review/Exam Week Monday (12 Oct 2020) 11:00 pm AEST

Return Date to Students

Exam Week Friday (23 Oct 2020)

Weighting

40%

Assessment Criteria

Adherence to technical specifications and submission requirements

Application of principles of animation

Competence with medium and/or software

Creativity and innovation

Effort and engagement

Communication (written)

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

Referencing Style

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

Submission

Online

Submission Instructions

You must upload all two (2) deliverables directly to the unit website (Moodle).

Learning Outcomes Assessed

- Apply the principles of animation to 3D character rigs
- Produce 3D character animation using industry-standard software
- Produce 3D character animation using best practice, including producing reference material, meeting milestone deadlines and incorporating feedback
- Analyse and critique character animation.

Graduate Attributes

- Communication
- Problem Solving
- Critical Thinking
- Information Literacy
- Team Work
- 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