

## COURSE CONTENT

<b>Course Code</b>	DT3012
<b>Course Title</b>	Acting for Animation
<b>Pre-requisites</b>	DT2016 3D Character Animation
<b>No of AUs</b>	3
<b>Contact Hours</b>	39 hours studio contact

### **Course Aims**

In this course you will learn and apply a range of animation gesture processes to create expressive animated characters. Through critical analysis of acting and dialogue, you will develop facial and full body animations that convey personality, as you place your character within a meaningful contextual narrative. The learning from this course will help you to strengthen the performance capabilities of any future character animation.

### **Intended Learning Outcomes (ILO)**

By the end of the course, you should be able to:

1. Describe acting techniques used to convey a performance specific to a given scenario.
2. Develop a range of gestures and dialog in order to create convincing characters that display emotions such as motivation, intention and a believable thinking process.
3. Apply your personal acting sensitivity to a specific story situation.
4. Create, evaluate and reflect on the effectiveness of acting choices that communicates emotion.
5. Constructively discuss and critique acting concepts and techniques employed by you and your peers.

### **Course Content**

#### **How do we create convincing facial animation?**

The course begins with an investigation of a single character facial performance as the elemental unit for creating a convincing performance. This includes advanced lip sync, staging, expression transition and character thinking process. This is applied to two different characters. You explore technical aspects such of the verbal and facial performance.

#### **Building a single character performance**

You will apply a range of strategies to build a believable and entertaining performance in a specific acting scenario, namely musical theatre or stand-up comedy. You will learn how to apply advanced concepts of timing, posing and gesturing to communicate emotions. Concepts of overacting and performance stylization will be explored as elements of the storytelling acting process.

#### **Create interaction between characters in a narrative context**

You will learn to analyse a story context and understand how this can inform your acting choices and patterns. You will understand fundamental acting concepts like scene negotiation, method acting and how acting changes according to format of delivery and audience participation. The aim of this section is to gain a deep understanding with the terms and the different requirements for conceiving and building convincing and unique characters.

**Class assignments**

You will produce creative projects that demonstrate good understanding of physical and facial performance. Classes will include mini-lectures, demonstrations, and activities that may be included in the assessment.