

COURSE CONTENT

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| Course Code | DT5002 (DT2006) |
| Course Title | Issues in Animation Practice |
| Pre-requisites | NIL |
| No of AUs | 3 |
| Contact Hours | 39 hours studio contact |

Course Aims

In this intermediate cross-discipline course, you will develop a specialist skillset as you create original audio-visual digital artworks on a theme that is unique to each presentation of this course. You will employ a range of creative processes and problem-solving strategies as you explore and refine your concepts. This course builds upon the learning of other courses as it prepares the way for unique creations in the animation and digital art medium.

Intended Learning Outcomes (ILO)

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

1. Describe methods of visual research suitable for developing moving audio-visual digital explorations.
2. Develop a range of image rendering techniques and processes that explore a visual theme.
3. Create an innovative production that demonstrates proficiency with original digital processes.
4. Critique the techniques and approaches to the creation of an audio-visual digital work.
5. Contribute constructively in team-based situations to critique and solve artistic and technical challenges related to a theme.

Course Content

In this course you will focus on the creation and development of an original motion audio-visual exploration. While the course benefits from learning in other related courses, the exploration you will experience in this course is independent, and represents a unique opportunity to explore an area not commonly covered.

At the beginning of the course you will be presented with the media area “theme”. This theme will describe the technical area to be explored, the creative context, and the form that your final work may take. Example theme areas include (but is not limited to) experimental motion graphics, non-linear animation, cross-media rendered motion, interactive animation, sound-triggered animation, large-scale motion graphics ... or any form that allows experimentation and exploration in the general area of audio-visual animation and motion.

At the beginning of the course, the specified media theme will be presented. You will develop a unique research pathway as you explore processes and techniques to allow you to create original responses to the particular requirements of the specified theme. You will explore a range of idea development and research methods to support your design process that may include traditional approaches as well as contemporary and experimental approaches.

Emphasis will be placed on visual originality and experimentation. You will be encouraged to be creative beyond known tropes, or, to work within known tropes using methods that are new to you. Your work may include your own narrative or message-based themes, using such tools as parody, irony, black humour, abstraction, experimentation, or any appropriate investigation that expresses original artistic enquiry.

Create and contribute

This course allocates sufficient time to create, develop, discuss, critique, iterate, and refine. This course is intended to expand your creative process, and provide the opportunity to enhance your creativity to the highest level possible. You will be expected to actively participate, both in informal class activity, and in formal presentations. Discussion and critique are essential components in the creative processes, and a willingness to give and receive constructive critique is essential in mature creative development.

By the time this course is completed, you will have raised your creative work to a higher level, and be proficient with a new audio-visual medium.