

COURSE CONTENT

| | |
|-----------------------|--|
| Course Code | DT3008 |
| Course Title | Research and Visual Development |
| Pre-requisites | DT2000 Basic Principles of Motion or DT2001 3D Production or DT2009 Storyboarding and Production Design or DT3017 Game Seminar |
| No of AUs | 3 |
| Contact Hours | 39 hours studio contact |

Course Aims

In this advanced level course, you will apply visual research methodologies to create and develop original stories, characters and scenarios that are progressed through an animation pre-production process, culminating in a set of visual assets prepared for final production. You may work in any animation medium, including 2-D, 3-D, stop motion, puppet, game environment, abstract and experimental. 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 previous animation courses, and prepares the way for a substantial animation production in following studies.

Intended Learning Outcomes (ILO)

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

1. Describe research methods and principles of visual development suitable for developing animation concepts.
2. Develop advanced proficiency in all aspects of animation pre-production including character, environment, colour and sequential story-telling.
3. Apply selected design strategies to render narrative concepts.
4. Visually communicate with high proficiency an animated narrative and story world.
5. Contribute with value to discussions on animated story, character and world development.

Course Content

In this course you will focus in depth on the creation and development of an original animated narrative concept. The course builds on the learning from DT2009 Storyboarding and Production Design, and will address more complex and challenging aspects of animation pre-production and visual development. You will be guided towards the adoption of a selection of research methods to support your design process that includes traditional approaches as well as contemporary and experimental approaches. Emphasis will be placed on originality for story, character and animated world. You will be encouraged to be creative beyond known tropes, or, to work within known tropes using such methods as parody, irony, black humour, abstraction, experimentation, or any appropriate investigation that expresses original artistic enquiry.

Processes

You may work experimentally, or with known processes, that includes mood boarding, storyboarding, colour scripting, artistic rendering and concept art. Although you will meet specific

class deadlines, the creative approach you take will be specify to you. You are encouraged to explore and experiment both in narrative and in rendering. This is also the time you may need to explore new tools, particularly software, that you will select to best suit your needs. Whatever your approach, you will bring your own unique point of view by way of original story, characters and world.

Create and contribute

This course allocates substantial time to create, develop, discuss, critique, iterate, and refine. This course is intended to nurture the creative process, and provide sufficient time 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 the pre-production phase of animation development and production.