

COURSE CONTENT

Course Code	DA5007 (DN1014)
Course Title	Drawing for Animation
Pre-requisites	NIL
No of AUs	3
Contact Hours	39 hours studio contact

Course Aims

Concepts of drawing, which carry high relevance for animation, will form the focus of this course. You will be educated about the specific way of visual thinking, which enables you to analyze figures in motion and apply the results of their drawings from life to your designs and creations. Practical studies informed by the understanding of theory of design and movement will constitute the core of the course.

Intended Learning Outcomes (ILO)

By the end of this course, you (as a student) would be able to:

1. Identify and analyse the fundamental elements of figure drawing that apply to the motion arts.
2. Render a storytelling pose with chosen media using techniques that draw from both imaginative and observational sources.
3. Generate a portfolio of original work that demonstrates fluency with the learned principles of drawing for design and animation.
4. Create a gestural drawing that effectively conveys character attributes of mood, attitude, weight and composition.
5. Analyse your own work and your peers' work in a clear and constructive manner.

Course Content

- **Why do we use life drawing as a foundation?**
Overview of key concepts and theories of life drawing and its importance to animated media.
- **How to apply force to a drawing?**
An exploration of the life model to understand anatomy, figure landmarks and the clothed figure, capturing the force that propels gesture and motion in drawings.
- **Exploring and understanding poses, weight and attitude in relation to motion and environment.**
Overview of key issues and concepts in relation to drawing for animation. Through the use of the life drawing model and observational drawing in the field, the student will learn and apply fundamental principles of drawing and composition for animation.
- **Transfer the knowledge acquired to your own personal work.**
Through a series of exercises and in-class projects, the student will explore the different kinds of drawing problems pertaining to creating original characters, environments and compositions. This will be developed through lectures, workshops and peer/instructor feedback sessions.

