

COURSE OVERVIEW

Course Code	DT1100 <i>(Applicable to students admitted from AY2026 onwards only)</i>
Course Title	Dynamic Drawing and Motion
Pre-requisites	NIL
Course Type	Major PE (ADMC); *BDE (NTU) <i>*Please note that a course can be taken as a BDE only when the school offers it as a BDE for that semester. Students are to check eligibility to determine if they can take this course in that semester.</i>
Academic Units	3
Contact hours	39 hours
Mutually exclusive to	DT2000 Basic Principles of Motion

Course Aims

This is an entry level animation course to assist students who have little or no formal animation and drawing training at tertiary level. For students interested in acquiring animation knowledge regardless of the technique as a foundation for advanced modules.

In this introductory course, you will become familiar with the basic principles that inform all animation practices. You will be introduced to a wide variety of traditional and non-traditional animation and drawing styles and the ideas. Through a series of hand drawn exercises, you will gain a practice-based experience of the core motion and design fundamentals principles. The course is designed to develop and refine your basic skills, preparing you for more complex application in animation filmmaking.

This course thus serves as a key entry point for students intending to pursue the Animation and Game Art specialisation, while also remaining open to anyone interested in motion and design fundamentals in animation as a creative practice.