



COURSE OUTLINE

DES232 3D Character Animation

Course Coordinator: Mark Dickie (mdickie@usc.edu.au) School: School of Business and Creative Industries

2021 | Semester 2

USC Sunshine Coast
USC Moreton Bay

**BLENDED
LEARNING**

Most of your course is on campus but you may be able to do some components of this course online.

Online

ONLINE

You can do this course without coming onto campus.

Please go to the USC website for up to date information on the teaching sessions and campuses where this course is usually offered.

1. What is this course about?

1.1. Description

In this course, you will develop your observational skills and understanding of human anatomy in relation to posing and mechanics to create believable motion in biped characters. You will build upon this knowledge to refine your own animation workflow for creating believable physical action for an animated film, visual effects or games.

1.2. How will this course be delivered?

ACTIVITY	HOURS	BEGINNING WEEK	FREQUENCY
BLENDED LEARNING			
Tutorial/Workshop 1 – On campus tutorial/workshop for 12 weeks (or equivalent).	2hrs	Week 2	12 times
Online – 1 hour online lecture content for 12 weeks (or equivalent).	1hr	Week 1	12 times
ONLINE			
Online – 3 hours online content for 12 weeks (or equivalent).	3hrs	Week 1	12 times

1.3. Course Topics

Pose Design
Weight and Physicality
Locomotion
Acting
Gestures
Planning
Blocking
Breakdown
Polish

2. What level is this course?

200 Level (Developing)

Building on and expanding the scope of introductory knowledge and skills, developing breadth or depth and applying knowledge and skills in a new context. May require pre-requisites where discipline specific introductory knowledge or skills is necessary. Normally, undertaken in the second or third full-time year of an undergraduate programs.

3. What is the unit value of this course?

12 units

4. How does this course contribute to my learning?

COURSE LEARNING OUTCOMES	GRADUATE QUALITIES
On successful completion of this course, you should be able to...	Completing these tasks successfully will contribute to you becoming...
1 Create motion tests as part of the animation pre-production process.	Knowledgeable Engaged
2 Identify and solve technical problems to improve and/or create believable motion.	Creative and critical thinker Empowered
3 Research visualisation strategies and apply them to create a 3D animation with sounds.	Knowledgeable Engaged
4 Communicate your ideas, thoughts and development processes in an e-portfolio using visual and non-visual artefacts.	Knowledgeable Empowered

5. Am I eligible to enrol in this course?

Refer to the [USC Glossary of terms](#) for definitions of “pre-requisites, co-requisites and anti-requisites”.

5.1. Pre-requisites

Not applicable

5.2. Co-requisites

Not applicable

5.3. Anti-requisites

Not applicable

5.4. Specific assumed prior knowledge and skills (where applicable)

Students should be familiar with 3D object modelling and texturing

6. How am I going to be assessed?

6.1. Grading Scale

Standard Grading (GRD)

High Distinction (HD), Distinction (DN), Credit (CR), Pass (PS), Fail (FL).

6.2. Details of early feedback on progress

Students will receive constructive feedback via regular individual consultation.

6.3. Assessment tasks

DELIVERY MODE	TASK NO.	ASSESSMENT PRODUCT	INDIVIDUAL OR GROUP	WEIGHTING %	WHAT IS THE DURATION / LENGTH?	WHEN SHOULD I SUBMIT?	WHERE SHOULD I SUBMIT IT?
All	1	Examination	Individual	20%	2 hr practical test	Week 3	Online Assignment Submission
All	2	Artefact - Creative	Individual	30%	Looped walk cycle	Week 9	Online Assignment Submission
All	3	Artefact - Creative	Individual	50%	10 seconds	Week 13	Online Blog, Wiki or Journal

All - Assessment Task 1: Fundamentals of Animation

GOAL:	To demonstrate your knowledge of the fundamental principles of animation.																
PRODUCT:	Examination																
FORMAT:	Using the supplied assets, you will respond to a creative animation challenge.																
CRITERIA:	<table border="1"> <thead> <tr> <th>No.</th> <th></th> <th>Learning Outcome assessed</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Control of timing and spacing to create the illusion of motion.</td> <td>1</td> </tr> <tr> <td>2</td> <td>The use of squash and stretch to create the illusion of matter and mass.</td> <td>2</td> </tr> <tr> <td>3</td> <td>Control over 3D objects, function curves and keyframes to create believable motion.</td> <td>2</td> </tr> <tr> <td>4</td> <td>The synchronisation of motion with sound.</td> <td>3</td> </tr> </tbody> </table>	No.		Learning Outcome assessed	1	Control of timing and spacing to create the illusion of motion.	1	2	The use of squash and stretch to create the illusion of matter and mass.	2	3	Control over 3D objects, function curves and keyframes to create believable motion.	2	4	The synchronisation of motion with sound.	3	
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All - Assessment Task 2: Character Locomotion

GOAL:	You will create a walk cycle that demonstrates weight, physicality and character personality using the principles of animation on a supplied character.													
PRODUCT:	Artefact - Creative													
FORMAT:	Digital video and working 3D files.													
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All - Assessment Task 3: Character Performance

GOAL:	You will plan and create a 10-second animation using the supplied character.	
PRODUCT:	Artefact - Creative	
FORMAT:	Project milestones - Planning, Blocking, Breakdown, Polish	

CRITERIA:	No.	Learning Outcome assessed
	1	Planning of gestures and character motion in response to a soundtrack. 1 2 3 4
	2	Blocking of key poses and gestures using step key transitions. 1 2 3 4
	3	Breakdown poses to control motion trajectories and refinement of character action. 1 2 3 4
	4	Polish of physical and emotional elements of the character's motion and performance. 1 2 3 4

7. Directed study hours

A 12-unit course will have total of 150 learning hours which will include directed study hours (including online if required), self-directed learning and completion of assessable tasks. Directed study hours may vary by location. Student workload is calculated at 12.5 learning hours per one unit.

8. What resources do I need to undertake this course?

Please note: Course information, including specific information of recommended readings, learning activities, resources, weekly readings, etc. are available on the course Blackboard site– Please log in as soon as possible.

8.1. Prescribed text(s) or course reader

Please note that you need to have regular access to the resource(s) listed below. Resources may be required or recommended.

REQUIRED?	AUTHOR	YEAR	TITLE	PUBLISHER
Required	Richard Williams	2012	The Animator's Survival Kit	Macmillan

8.2. Specific requirements

Nil

9. How are risks managed in this course?

Health and safety risks for this course have been assessed as low. It is your responsibility to review course material, search online, discuss with lecturers and peers and understand the health and safety risks associated with your specific course of study and to familiarise yourself with the University's general health and safety principles by reviewing the [online induction training for students](#), and following the instructions of the University staff.

10. What administrative information is relevant to this course?

10.1. Assessment: Academic Integrity

Academic integrity is the ethical standard of university participation. It ensures that students graduate as a result of proving they are competent in their discipline. This is integral in maintaining the value of academic qualifications. Each industry has expectations and standards of the skills and knowledge within that discipline and these are reflected in assessment.

Academic integrity means that you do not engage in any activity that is considered to be academic fraud; including plagiarism, collusion or outsourcing any part of any assessment item to any other person. You are expected to be honest and ethical by completing all work yourself and indicating in your work which ideas and information were developed by you and which were taken from others. You cannot provide your assessment work to others. You are also expected to provide evidence of wide and critical reading, usually by using appropriate academic references.

In order to minimise incidents of academic fraud, this course may require that some of its assessment tasks, when submitted to Blackboard, are electronically checked through SafeAssign. This software allows for text comparisons to be made between your submitted assessment item and all other work that SafeAssign has access to.

10.2. Assessment: Additional Requirements

Your eligibility for supplementary assessment in a course is dependent of the following conditions applying:

The final mark is in the percentage range 47% to 49.4%

The course is graded using the Standard Grading scale

You have not failed an assessment task in the course due to academic misconduct

10.3. Assessment: Submission penalties

Late submission of assessment tasks may be penalised at the following maximum rate:

- 5% (of the assessment task's identified value) per day for the first two days from the date identified as the due date for the assessment task.
- 10% (of the assessment task's identified value) for the third day - 20% (of the assessment task's identified value) for the fourth day and subsequent days up to and including seven days from the date identified as the due date for the assessment task.
- A result of zero is awarded for an assessment task submitted after seven days from the date identified as the due date for the assessment task. Weekdays and weekends are included in the calculation of days late. To request an extension you must contact your course coordinator to negotiate an outcome.

10.4. Study help

For help with course-specific advice, for example what information to include in your assessment, you should first contact your tutor, then your course coordinator, if needed.

If you require additional assistance, the Learning Advisers are trained professionals who are ready to help you develop a wide range of academic skills. Visit the [Learning Advisers](#) web page for more information, or contact Student Central for further assistance: +61 7 5430 2890 or studentcentral@usc.edu.au.

10.5. Wellbeing Services

Student Wellbeing provide free and confidential counselling on a wide range of personal, academic, social and psychological matters, to foster positive mental health and wellbeing for your academic success.

To book a confidential appointment go to [Student Hub](#), email studentwellbeing@usc.edu.au or call 07 5430 1226.

10.6. AccessAbility Services

Ability Advisers ensure equal access to all aspects of university life. If your studies are affected by a disability, learning disorder mental health issue, , injury or illness, or you are a primary carer for someone with a disability or who is considered frail and aged, [AccessAbility Services](#) can provide access to appropriate reasonable adjustments and practical advice about the support and facilities available to you throughout the University.

To book a confidential appointment go to [Student Hub](#), email AccessAbility@usc.edu.au or call 07 5430 2890.

10.7. Links to relevant University policy and procedures

For more information on Academic Learning & Teaching categories including:

- Assessment: Courses and Coursework Programs
- Review of Assessment and Final Grades
- Supplementary Assessment
- Administration of Central Examinations
- Deferred Examinations
- Student Academic Misconduct
- Students with a Disability

Visit the USC website: <http://www.usc.edu.au/explore/policies-and-procedures#academic-learning-and-teaching>

10.8. General Enquiries

In person:

- **USC Sunshine Coast** - Student Central, Ground Floor, Building C, 90 Sippy Downs Drive, Sippy Downs
- **USC Moreton Bay** - Service Centre, Ground Floor, Foundation Building, Gympie Road, Petrie
- **USC SouthBank** - Student Central, Building A4 (SW1), 52 Merivale Street, South Brisbane
- **USC Gympie** - Student Central, 71 Cartwright Road, Gympie
- **USC Fraser Coast** - Student Central, Student Central, Building A, 161 Old Maryborough Rd, Hervey Bay
- **USC Caboolture** - Student Central, Level 1 Building J, Cnr Manley and Tallon Street, Caboolture

Tel: +61 7 5430 2890

Email: studentcentral@usc.edu.au