

COURSE CONTENT

Course Code	DT2000
Course Title	Basic Principles of Motion
Pre-requisites	NIL
No of AUs	3
Contact Hours	39 Contact Hours

Course Aims

This introductory course will familiarize you with the basic principles that inform all animation practice. You will be introduced to a wide variety of traditional and non-traditional animation styles and the ideas. Through a series of hand drawn exercises, you will gain a practice-based experience of core animation fundamentals. The course is designed to develop your basic skills and to prepare you for more complex application in animation filmmaking.

Intended Learning Outcomes (ILO)

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

1. Describe the fundamental elements of motion as applied to animation.
2. Apply your knowledge of the basic principles of animation to different animation challenges and demonstrate how to communicate a storytelling pose with various media.
3. Creatively apply principles learned in class to develop your own animation.
4. Communicate ideas quickly with gestural meaningful drawing that reflect mood, attitude, weight and composition effectively.
5. Critique your own work and your peers' work in a clear and constructive manner.

Course Content

- **The 12 principles of animation.**
Overview of key concepts and theories around the creation of motion through drawing
Using simple shapes, you will create animations that will focus on different aspect of such principles.
- **How to draw for animation.**
An exploration of your own character design to show your understanding of anatomy, gesture weight, and how you can capture the force that propels gesture and motion in animation.
- **Exploring and understanding pose weight and attitude in relation to human basic locomotion**
Overview of basic concepts in relation to human locomotion. Through the use of a life action and animation examples you will explore the key concept behind the creation of a character basic movement.
- **Transfer the knowledge acquired to your own personal work.**
Through a series of exercises and in-class projects, you will explore different kinds of animation problems pertaining to creating original movement. Developed through lectures, workshops, peer and instructor feedback, you will apply the principles learned to a series of scenarios that deal with movement, weight, staging, and timing.