# COURSE CONTENT

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| **Course Code** | DT2019 |
| **Course Title** | Animation for Games II |
| **Pre-requisites** | DT2018 Animation for Games I |
| **No of AUs** | 3 |
| **Contact Hours** | 39 |

**Course Aims**

In this practical course you will acquire a high standard of proficiency in creating assets and animation for a real-time game engine. You will explore character creation, cyclic animation and nonlinear animation editing for games. You will create a variety of models from humans to props and animals. You will investigate stylized body mechanics, motion capture editing and retargeting, using a range of specialist workflows, techniques and software tools. This course will prepare you for more sophisticated applications for games, VR and real time application for narrative animation and visual effects.

**Intended Learning Outcomes (ILO)**

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

1.    Create characters and motion that operate successfully in a real time/game environment.

2.    Apply stylized body mechanics to a character that will be key animated or motion captured.

3.    Demonstrate proficiency with advanced real time animation work flows and techniques.

4.    Creatively apply principles learned in class to your own animations.

5.    Critique your own advanced techniques and your peers' animations and motions in a clear and constructive manner.

**Course Content**

- **Assets for real time.**
  You will receive an overview of key concepts and theories around the creation of characters, environments and props to be employed in a real-time context. You will perform exercises which will reinforce a specific range of techniques and principles.

- **How to animate for real time.**
  A series of lectures with examples will present an overview of the unique characteristics of creating movement for games. You will then perform a series of exercises to provide you with the experience of working in this medium. An emphasis will be placed on technique, workflows and best practice, in order to create expressive, efficient animations for real time.

- **Non-linear animation and motion capture editing**
  Building on your existing skillset, you will create a series of complex cycles and animation sets. Through the use of motion capture data and key animation you will apply advanced concepts in the creation of character stylized motion that can be edited and refined in a non-linear way to be deployed in an interactive environment; this includes, but is not limited to creatures, character interaction and props animation.

- **Transfer the knowledge acquired to your own personal work.**
  Through a series of in-class projects, you will create a short game cinematic that includes characters, props and environments to be deployed in real time software. This will enhance and expand your understanding of creating a proper game pipeline.