Syllabus – Elective Course

Course title:

Techniques of Traditional Cartoon and Digital Animation

Credits:

6 ECTS credits

Teaching language:

English

Target students:

Undergraduate students from all study areas with an interest in art and design.

Teacher in charge of the course:

Sébastien HERBAUX, (Pôle 3D Creative & Digital School, Animation and Video Games courses, *Université Catholique de Lille*)

COURSE PRESENTATION

Prerequisite:

Students undertaking this course should normally have successfully completed at least one semester at university, or have equivalent experience. They must have some ability to work as a group and be able to communicate easily in English at a standard university level. In other respects, the course is intended to serve a mix of profiles and learning backgrounds for a more diverse international learning experience. Experience in drawing is an asset.

Content:

This course will provide students with an introduction to: Drawing anatomy   Drawing for animation   Traditional animation   Digital animation / TV Paint software   Course sessions will include: 1. Introduction to drawing / anatomy - Constructive anatomy   2. Live model / movement capture: dynamic poses & expression   3. Live model / movement break-down   4. Live model / volume, shading, posing   5. Character design for animation: construction

6. Character design for animation: graphic development
7. Character design for animation: Coloring / Shading
8. Digital animation tech: Animation exercise + overview of TV Paint
9. Digital animation tech: Animation exercise, "Key Pose – Interpolation"
10. Digital animation tech: Animation exercise, "Character animation"
11. Digital animation tech: Animation exercise, "Cycles"
12. Digital animation tech: Animation exercise, "Clean "
13. Digital animation tech: Animation exercise, "Ink & Paint"
14. Wrap-up and evaluation

Learning Outcomes:

By the end of the course, the students should have successfully:

- Discovered a technical approach to drawing for animation
- Understood 2D animation pipeline
- Experimented and built their first 2D animation
- Utilized TV Paint Software

WORKLOAD

French contact hours = 60 minutes (in some countries/institutions, 1 contact hour = 45-50 minutes)

Form:	Number of hours	Comments
Face-to-face, in-class, on-site learning	**39 hours**	13 sessions of 3 hours
Additional field trips		2 visits to companies Included in the course
Approximate personal work / homework	15 hours	
Student total workload	54 hours	

EDUCATIONAL METHODS

The course is built around workshops combining theory and practice. The "making-of" process for various animated shots be on display. Students will guided in the development of their work, and will visit two animation studios.

RESOURCES

All course materials will be supplied in class. References may be made to the following resources:

- *The Animator's Survival Kit*. Richard Williams
- *Drawn To Life.* Preston Blair
- *Morpho.* Michel Lauricella.
- *https://www.tvpaint.com/*

ASSESSMENT

Form	Number	Duration	Comments
Continuous assessment (20%)			Progress evaluation and exercises: - drawings - graphic production documents (sketches, model sheets, etc) - final artwork - animation exercises
Final project (60%)	1		2D animation project reflecting all aspects of the course
Others (student participation…) (20%)			Attendance, participation, and contribution to group discussion

This syllabus is based on information available at the time of publication (December 2022). Changes may occur.

For updated information about course content, please contact us: lilleprograms@univ-catholille.fr