



UWI

# CARIMAC

## 2022-2023

### Student Handbook



The Caribbean School of Media and Communication



Artwork Courtesy: Lee-San Gayle  
Class of 2022 BFA Film Production  
Course: COMM3399  
(Media Research and Production)

LIVE CREATIVE  
BE AT CARIMAC

## ANIMATION

The Bachelor of Fine Arts (BFA) in Animation is a three-year programme designed to produce graduates skilled in animation and capable of working independently or to become employed in local, regional and international animation production enterprises. Animation is an expansive art form with multiple sub-areas that must be mastered. Students will not specialize in any one animation discipline, but will instead be exposed to multiple techniques and production workflows in the areas of 2D and 3D Animation, as well as Motion Graphics. This programme aims to create well-rounded animators capable of participating at multiple points of the production pipeline in the various animation disciplines.

Students will be taught the history and principles of 2D Animation, which act as a foundation for the teaching of other aspects of animation. Key concepts in the area of motion analysis will also be taught consistently throughout the programme. Every student must develop a commanding knowledge of key framing, squash and stretch, anticipation and overlapping action as tenets of the professional practice. These techniques are commonplace in 2D Animation but are also applicable to 3D Animation and Motion Graphics, which will also be taught. Students will be trained in the use of industry-standard software while also taking part in courses geared at developing the higher order skills required to execute complex animation, visual effects and motion graphics productions.

A robust competency in drawing is at the core of this programme since each animation subarea requires a high-level of drawing dexterity. A series of drawing workshops throughout the three years of the programme provides continuous development of the students' drawing ability. The content of these workshops is aligned with assignments in the core animation courses, supporting and reinforcing the content being covered. The programme combines both critical theory and applied production, with drawing serving as a prime tool for conceptual character and scenic development.

Full time students are required to register for a maximum of **5** courses each semester.  
Part time students are required to register for a maximum of **3** courses each semester.

## Animation Special (90 credits)

LEVEL ONE (30 credits)	LEVEL TWO (30 credits)	LEVEL THREE (30 credits)
1. COMM1001	1. COMM2110	1. COMM3399**
2. COMM1121	2. COMM2201	2. COMM3399**
3. ANIM1001	3. ANIM2003	3. LANG3001
4. ANIM1002	4. ANIM2012	4. MDIA3004
5. ANIM1011	5. ANIM2013	5. ANIM3014
6. ANIM1020	6. ANIM2021	6. ANIM3031
7. FOUN1002	7. ANIM2030	7. ANIM3040
8. FOUN1016 or FOUN1019*	8. FOUN1201	8. FHE Elective
9. Foreign Language^	9. FOUN1301	9. Elective
10. FHE Elective	10. FHE Elective	10. Elective

\*Students who are not exempt from the ELPT and who have not been successful in the test are required to register for FOUN1019; this reduces the number of credits which can be taken in free electives at level 1.

^Students are exempt from the foreign language requirement with a pass in a foreign language at CSEC or CAPE

\*\*Research linked course

## Breakdown: Animation Special

### LEVEL ONE

	CREDITS		CREDITS
<b>Communication Core Courses</b>			
COMM1001: Communication Culture and Caribbean Society	3	COMM1121: Understanding The Media	3
<b>Animation Courses</b>			
ANIM1001: Motion Studies	3	ANIM1002: Drawing for Animators	3
ANIM1011: Life Drawing	3	ANIM1020: Principles of 2D Animation	3
<b>Foundation Courses</b>			
FOUN1016: Critical Reading and Expository Writing in the Humanities and Education <b>or</b> FOUN1019: Critical Reading and Writing in the Disciplines [ <i>This is a yearlong course</i> ]	3	FOUN1002: Language Argument	3

## Electives

FHE Elective	3	Foreign Language / Elective	3
<b>Total LEVEL 1 credits</b>			<b>30</b>

## LEVEL TWO

	CREDITS		CREDITS
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## Communication Core Courses

COMM2201: Introduction to Communication Research Methods	3	COMM2110: Media Ethics and Legal Issues	3
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## Animation Courses

ANIM2012: Perspective and Composition	3	ANIM2013: Layout	3
ANIM2003: Storyboarding and Screenwriting	3	ANIM2021: 2D Animation Production	3
		ANIM2030: Principles of 3D Animation	3

## Foundation Courses

FOUN1201: Science, Medicine and Technology in Society	3	FOUN1301: Law, Governance, Economy and Society in the Caribbean	3
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## Electives

		FHE Elective	3
<b>Total LEVEL 2 credits</b>			<b>30</b>

## LEVEL THREE

	CREDITS		CREDITS
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## Core Courses

COMM3399: Media Research and Production [This is a yearlong course]	6		
LANG3001: The Art of Public Speaking [This course is offered in both Semester 1 and Semester 2]	3		

**Animation Courses**

ANIM3014: Digital Painting	3	MDIA3004: New Media Portfolio Presentation	3
ANIM3031: 3D Animation Production	3	ANIM3040: Time-based Typography and Motion Graphics	3

**Electives**

FHE Elective	3	Elective	3
		Elective	3
<b>Total LEVEL 3 credits</b>			<b>30</b>

**Animation Course Catalogue**

COURSE CODE	COURSE TITLE	SEMESTER	CREDIT	PREREQUISITES
ANIM1001	Motion Studies	1	3	None
ANIM1002	Drawing for Animators	2	3	ANIM1011
ANIM1011	Life Drawing	1	3	None
ANIM1020	Principles of 2D Animation	2	3	ANIM1001
ANIM2003	Storyboarding and Screenwriting	1	3	ANIM1001 & ANIM1002
ANIM2012	Perspective and Composition	1	3	ANIM1011& ANIM1002
ANIM2013	Layout	2	3	ANIM2012
ANIM2030	Principles of 3D Animation	2	3	ANIM1020
ANIM2021	2D Animation Production	2	3	ANIM1020
ANIM3014	Digital Painting	1	3	None
ANIM3031	3D Animation Production	1	3	ANIM2030
ANIM3040	Time-Based Typography	2	3	None

## LEVEL 1

### **ANIM1001 Motion Studies**

This course is designed to provide students with an introduction to the principles of four-dimensional design through the use of optical toys, stop motion, video, photography and traditional hand drawn animation. Assignments will allow students to explore attributes of movement and time, still photography and moving images, sequential and non-linear narratives. Emphasis will be placed on the relationship of composition, pacing and storytelling rather than technical dexterity.

### **ANIM1002 Drawing for Animators**

Building on the principles of observational drawing, this course introduces students to the dynamic aspects of drawing. Emphasis is placed on motion analysis throughout all assignments given. Students are tasked with creating drawings of the human figure that are dynamic and emotive. Great attention is paid to the anatomy and musculature of the human form, specifically movement and proportion. This course assumes students have a basic knowledge of observational drawing, either figure drawing, landscape or still life.

### **ANIM1011 Life Drawing**

This course aims to give students an in-depth introduction to drawing the human form as an integral component in the creation of believable animation. Students focus on specific principles related to structure, proportion, volume and form as they pertain to the human anatomy. This course emphasizes the acquisition of knowledge of the human anatomy and drawing dexterity and as such will include weekly live model studio sessions. These sessions allow students to acquire knowledge of the human anatomy and drawing dexterity to then be used in subsequent courses such as Drawing for Animators.

### **ANIM1020 Principles of 2D Animation**

This course covers the fundamental principles of 2D animation with a focus on character animation utilizing the technique of 'cutout' animation (individual body elements connected by a skeleton or rig) and 'tradigital' animation (a combination of digital and traditional cel animation) workflows. Following an explanation of a typical animation production procedure, students are introduced to some of the terminology commonly found in the industry. Students will learn how to differentiate between keys, breakdowns, x-sheets, in-betweens and the proper indicating and charting thereof. They will create camera keys and layouts, study basic principles including squash and stretch, anticipation and settle, wave principle and overlapping action, and apply these principles to assignments.

## LEVEL II

### **ANIM2003 Storyboarding and Screenwriting**

This course will explore storytelling, both written and visual, spanning several animation genres and formats, and will allow students to create and review screenplays and storyboards of their own. Building on the history of animation covered in ANIM1001 - Motion Studies, this course involves the analysis of seminal works created by legendary animators. Concepts to be covered include: tools, methods and techniques, visual storytelling and narrative structure, shot composition, acting, character development, scriptwriting, and storyboarding.

### **ANIM2012 Perspective and Composition**

Building on work done in ANIM1011 - Life Drawing this course aims to introduce students to the fundamental aspects of painting and drawing for animation, expanding observational drawing skills and drawing dexterity. Topics to be covered during the semester include colour theory, composition, perspective, foreshortening, structure, form, volume, line and tone. This course emphasises the acquisition of knowledge and dexterity of observational drawing and as such will include weekly live model and still life studio sessions. This course involves geometric still life compositions, landscapes and live model figure drawing. These sessions allow students to develop an understanding of composition and perspective, while continuing to build drawing dexterity to be used in subsequent courses such as ANIM2013 - Layout and ANIM3031 - 3D Animation Production.

### **ANIM2013 Layout**

This course aims to apply the fundamentals of observational painting and drawing covered in ANIM2012 - Perspective and Composition to the discipline of animation. Within the animation production pipeline the layout process consists of converting scene information contained in the storyboard into a series of assets that can be manipulated by the animation team. Students will explore issues that arise in the visual storytelling process, such as scene planning and pacing, camera framing, blocking and movement, as well as story continuity. All of these storytelling elements must also be balanced with the fundamental principles of drawing, such as balance, contrast, composition, perspective and more.

### **ANIM2021 2D Animation Production**

This course is designed to expand upon the principles and techniques of animation established in ANIM1020 - Principles of 2D Animation and presents the student with an opportunity to apply a combination of the knowledge acquired in drawing courses taken throughout the first and second years. This course is meant to be taken alongside ANIM2013 - Layout and ANIM2003 - Storyboarding and Screenwriting the course content of which directly relates to that covered throughout the semester. Students will apply their cumulative knowledge and skills to their final animation project that will be a 60 second film of their own making. This short form piece should be produced at quality level worthy of placement in the student's portfolio.

### **ANIM2030 Principles of 3D Animation**

Building on the content covered in ANIM1020 - Principles of 2D Animation, this course explores the basics of working with and animating rigid body objects in 3D space, using any standard 3D animation software package. Students will get an overview of the entire 3D animation process from modelling to final render, giving them a solid foundation in each of the key aspects of a single animated shot. Topics include UVW mapping, shaders and textures, lighting, NURBS and sub-divisional surfaces, extrusion and box modelling techniques.

## **LEVEL III**

### **ANIM3014 Digital Painting**

This course aims to translate the fundamentals of traditional painting to the digital format utilising Corel Painter and Adobe Photoshop. It combines principles and techniques covered in previous courses. The nuances of the digital painting workflow are compared to traditional production models. Topics covered include rendering texture, line thickness and quality, simulating paint and



other media, colour palette creating, level blending in Photoshop, custom brushes, compositing and the principles of matte painting.

#### **ANIM3031 3D Animation Production**

This course covers the art and science of breathing life into a 3D object. Building on what was learnt in 2D animation principles, the course will teach students how to create a working skeletal structure, animate that skeleton in a convincing manner and combine that with facial movement to make a character that evokes emotion. Topics include using the hypervisor, key frame animation in the 3D environment, rigging, blend shapes, inverse and forward kinematics, motion paths, and non-linear approaches to animation.

#### **ANIM3040 Motion Graphics and Time-Based Typography**

This course explores the creation, design and animation of typographic concepts used in film and television. Students will utilise techniques, which mix motion and text to express ideas using animation. The history and fundamentals of typography are explored in-depth as students learn how to use typographic form to express messages and emotion. Topics include the fundamentals of motion graphics, the principles and elements of design, composition, timing and pacing, storyboarding, sound and synchronisation.