

2023

3D Acting for Animation (ANI-2-3DAFA-18)

General information

Course ID

ANI-2-3DAFA-18

Course type

Module

Credits (ECTS)

4 ECTS

Language of instruction

Dutch

Study Year

Year 1

Offered by

HKU Media

Contact time (hours)

32

Self-tuition (hours)

80

Course information

Content 1

A combined lesson, in which students make a short animation based on an audio fragment, using an existing ready-to-use rig.

Acting for animators:

In parallel, students do basic acting exercises, experiment with expressing emotions and learn to recognise universal body types, postures, archetypes and verbal and non-verbal communication.

The emphasis is on character animation, motivated by directing decisions.

Learning objectives

Students:

- are able to analyse a sound fragment and then reinterpret it to create a new form and context;
- are able to link audio to the animated character by using poses, timing and facial expression;
- are able to complete a short animation during this block;
- are able to analyse movement, have learnt how the separate parts of the body function and how they move, and are able to manipulate them to express or construct a certain status;
- have a sound understanding of Laban's principles of movement to express emotional build-up and character motivation through posture and movement;
- create self-assurance and self-awareness by doing and feeling exercises themselves and then using their own physical possibilities as a source for animations.

Competences

Competences

- 01. Creative skills
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- 02. Capacity for critical reflection
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Education forms

Information Instructional modes

Group lessons;

Individual lessons;

Coaching;

Practical;

Self-study;

Attendance / Participation requirement

Students must have attended at least 80% of the lessons

Instructional modes

- Coaching
- Group lesson
- Practical

Assessment criteria

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Students present movement research and an animation.

The animation must demonstrate the transformation of the audio into a new form and context;

The animation must show a relationship to the movement lessons in the workshop;

Students demonstrate an increased working knowledge of the animation tool in the 3D software.

Using suitable words, students are able to describe a movement and emotion, verbally and in writing, during the research, creative process and reflection.

Deliverable

A short animation with 1 or 2 characters based on an existing audio fragment.

Possibly stills, storyboard or films recorded by students themselves.

Presentation of movement research.

Tests

Lecturer / Committee Assessment

Lecturer Assessment

Explanation of tests

Presentation

Tests

- final assesment

Assignment

Test weight

100

Minimum grade

A satisfactory result

Credits

4

Grading scale

Differentiated (VG, G, PASS, FAIL)

Test duration

90

Lecturers

Lecturer

- B de Groot

Contact person

L Kramer

lauri.kramer@hku.nl