

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.

Teacher in charge of the course:

Sébastien HERBAUX, Nicolas LAUNAY, Jérôme LEBRUN, MSc (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 / overview of:

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: <ul style="list-style-type: none"> - 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 (November 2018). Changes may occur.

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

Draft Schedule - ESP2020 #2

	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday	Sunday
June	22	23	24	25	26	27	28
9am - 12pm				Arrival Day ESP 2	Brunch & Orientation		Wazemmes market
1pm - 4pm					French placement activity	Visit of Lille & Rally	Palais des Beaux Arts
				Dorm info session & snack			
June/July	29	30	1	2	3	4	5
9am - 12pm	Morning class	Morning class	Morning class	Morning class	ICC	Normandy	
1pm - 4pm	Afternoon class	Afternoon class	Afternoon Class	Afternoon class	Amiens		
	Couscous Dinner		Field Trip Info Session - 4:30pm				
July	6	7	8	9	10	11	12
9am - 12pm	Morning class	Morning class	Brussels	Morning class	ICC	Amsterdam	
1pm - 4pm	Afternoon class	Afternoon class		Afternoon class	Afternoon class		
		International Night		Movie night			
July	13 (holiday)	14 (holiday)	15	16	17	18	19
9am - 12pm	Nausicaa (Boulougne-sur-mer)	Bruges	Morning class	Morning class	ICC	Paris	
1pm - 4pm			Afternoon class	Afternoon class	WWI Visit		
			Group Dinner	Movie night			
July	20	21	22	23	24	25	26
9am - 12pm	Morning class	Morning class	Morning class	Morning class	Check out and departure before 10.00 am		
1pm - 4pm	Afternoon class	Afternoon class	Afternoon class	Closing Ceremony & Garden Party			