COURSE SYLLABUS
3D Animation, 9 credits

3D animation, 9 högskolepoäng

Course Code:	T3AK17	**Education Cycle:**	First-cycle level
Confirmed by:	Dean Feb 1, 2017	**Disciplinary domain:**	Technology (95%) and social sciences (5%)
Valid From:	Aug 1, 2017	**Subject group:**	TE9
Version:	1	**Specialised in:**	G1F
Reg number:	JTH 2017/1702-313		

Intended Learning Outcomes (ILO)

On completion of the course, the student should

Knowledge and understanding
- demonstrate knowledge of basic functions and its application to a capable production rig
- demonstrate knowledge of the work and structure of the construction of rigs.
- demonstrate knowledge of basic concepts of 3D animation.

Skills and abilities
- demonstrate the ability to apply basic knowledge of modeling for animation, anatomy and rigging techniques.
- demonstrate the ability to identify, select and apply animation patterns from reference.

Contents

The course covers basic rigging and animation for production of CGI projects. The focus is on working process, structure and expression.

The course contains the following elements:
- Process of Animation
- Principle of Animation
- Adapt tools and techniques of animation.
- Basic rigging

Type of instruction

Lectures
Workshops
Supervision

The teaching is conducted in English.

Prerequisites
General entry requirements and completed the course in 3D I, 9 credits (or the equivalent).

Examination and grades

The course is graded 5,4,3 or Fail.

Registration of examination:

Name of the Test	Value	Grading
Examination	9 credits	5/4/3/U

Course literature

The literature is preliminary until one month before the course starts.