

Course Name : Animacion							
Course Code	Course Type	Regular Semester	Lecture (hours/week)	Seminar (hours/week)	Lab. (hours/week)	Credits	ECTS
MUL 206	B	Spring	2.00	0.00	0.00	1.50	3.00
<b>Lecturer</b> Nevila Samarxhi, Msc							
<b>Assistant</b>							
<b>Course language</b> Albanian							
<b>Course level</b> Program Profesional 2-Vjeçar							
<b>Description</b> In the course of Animation, the main concepts of this discipline will be acquired, characters and indicators for the production of animation will be analyzed and distinguished. Emphasis during the course will be placed on creating movement and expression, using either traditional or digital image sequences. The course includes an introduction to traditional animation, design, scripting, stopping and character movement. It will give the students professional knowledge of animation techniques, necessary to design animation sequences.							
<b>Objectives</b> 1. Giving basic knowledge about Animation. 2. Elaboration of the main concepts and approaches on the discipline of Animation and equipping with skills for applying these concepts in practice 3. Training students for the design and realization of the animation scenario. 4. Equipping with knowledge on the role of Animation in visual communication, its application in the advertising and entertainment sector.							
<b>Core Concepts</b> 1. Animation 2. Traditional image 3. Digital image 4. Design 5. The movement and expression of the characters 6. The script 7. Animation sequence							
Course Outline							
Week	Topic						
1	Presentation of the subject. - Purpose and objectives - Results and competencies. - Method of assessment						
2	Morph animation - Techniques of solid drawing and zooming. - Object animation metamorphosis.						
3	Ball concept - Focus on time and space - Object tilt. Inside-out.						
4	Movement cycle - Standard profile movement cycle - Character movement cycle						
5	Overlay and process tracking - Flying egg						
6	Waves - Rope movement - Throwing the ball - Fracture of overlapping joints						
7	The concept of head movement and turning. (Without hair) - Changing the character with hair. (Focusing on secondary actions). - Placing hair in previous frames.						
8	Midterm exam						
9	Focus on volume - Proportion of objects - Concept of weight and balance						
10	Warping with Keyframes and editing graphics. - Exercise with the sack of flour						
11	Video compositing of animation models - Exercise with the cereal box						
12	Target lighting, target camera, invalid objects. - Exercise with three different models.						
13	The exercise and completion of a company logo. - Surface, structure maps, presets, modeling.						
14	Animation Critic Day - Focus on all aspects. - Implementation of comments and criticisms received from the group. - Stimulation of movement initiation.						

<b>15</b>	Final show and presentation with UCBUGG: 3D modeling and animation			
<b>16</b>	Final Exam			
	<b>Prerequisites</b>	The student must attend the course at a minimum rate of 75%.		
	<b>Literature</b>	<ul style="list-style-type: none"> <li>• “The Animator’s Survival Kit”, Richard Williams Expanded Edition</li> <li>• “Cartoon Animation”, Preston Blair</li> </ul>		
	<b>References</b>	<ul style="list-style-type: none"> <li>• “Disney's Illusion of Life”, Frank Thomas dhe Ollie Johnson</li> <li>• • “Chuck Amuck! and Chuck Reducks”, Charles M. (Chuck) Jones</li> </ul>		
<b>Course Outcome</b>				
<b>1</b>	Students will be able to identify the principles of animation.			
<b>2</b>	Recognize the characteristics of well-designed animation and execute projects.			
<b>3</b>	To critically analyze personal projects and the work of others			
<b>4</b>	Demonstrate basic drawing and animation skills.			
<b>5</b>	Create accurate and engaging animations.			
<b>Course Evaluation</b>				
	<b>In-term Studies</b>	<b>Quantity</b>	<b>Percentage</b>	
	Midterms	0	0	
	Quizzes	0	0	
	Projects	0	0	
	Term Projects	0	0	
	Laboratory	0	0	
	Class Participation	0	0	
	<b>Total in-term evaluation percent</b>		<b>0</b>	
	<b>Final exam percent</b>		<b>0</b>	
	<b>Total</b>		<b>0</b>	
<b>ECTS Workload (Based on Student Workload)</b>				
	<b>Activities</b>	<b>Quantity</b>	<b>Duration (hours)</b>	<b>Total (hours)</b>
	Course duration (Including the exam week: 16x Total hours of the course)	16	2	32
	Study hours outside the classroom (Preparation, Practice, etc.)	0	0	0
	Duties	0	0	0
	Midterms	0	0	0
	Final Exam	1	0	0
	Other	0	0	0
	<b>Total Work Load</b>			<b>32</b>
	<b>Total Work Load / 25 (hours)</b>			<b>1.28</b>
	<b>ECTS</b>			<b>3.00</b>