

Course Outline

Code: DES232

Title: 3D Animation and Visualisation Design

School: Creative Industries
Teaching Session: Semester 2
Year: 2020
Course Coordinator: Dr Chris Carter, ccarter1@usc.edu.au
Course Moderator: Dr Leah Barclay, lbarclay@usc.edu.au

Please go to the USC website for up to date information on the teaching sessions and campuses where this course is usually offered.

1. What is this course about?

1.1 Description

Animation and Visualisation is a captivating and effective form of expression which not only engages viewers but also makes the difficult concept easier to understand. In this advanced course in three-dimensional animation and visualisation you will learn to visualise concepts, processes and spaces. The course explores the relationships between script writing, story boarding, layouts, modelling and animatics. Post-production techniques, such as rendering, sound and montage are explored and will be applied to 3D animations. The course covers the cycle of pre-production/visualisation, production and post-production.

1.2 Field trips, WIL placements or activities required by professional accreditation

Activity	Details
Nil	Nil

2. What level is this course?

200 level Developing – Applying broad and/or deep knowledge and skills to new contexts. May require pre-requisites and introductory level knowledge/skills. Normally undertaken in the 2nd or 3rd year of an undergraduate program.

3. What is the unit value of this course?

12 units

4. How does this course contribute to my learning?

Specific Learning Outcomes	Assessment tasks	Graduate Qualities or Professional Standards mapping
On successful completion of this course, you should be able to:	You will be assessed on the learning outcomes in task/s:	Completing these tasks successfully will contribute to:
Create complex scripts and storyboards as part of the animation pre-production process.	1 and 2	Knowledgeable. Engaged.

Specific Learning Outcomes On successful completion of this course, you should be able to:	Assessment tasks You will be assessed on the learning outcomes in task/s:	Graduate Qualities or Professional Standards mapping Completing these tasks successfully will contribute to:
Identify and solve instructional problems to improve and/or create a 3D animation with sounds.	1, 2 and 3	Creative and critical thinkers. Empowered.
Research visualisation strategies and apply them to create a 3D animation with sounds.	1, 2 and 3	Knowledgeable. Engaged.
Communicate your ideas, thoughts and development processes in an e-portfolio using visual and non-visual artefacts.	1, 2 and 3	Knowledgeable. Empowered.

5. Am I eligible to enrol in this course?

Refer to the [USC Glossary of terms](#) for definitions of “pre-requisites, co-requisites and anti-requisites”.

5.1 Enrolment restrictions

Nil

5.2 Pre-requisites

Nil

5.3 Co-requisites

Nil

5.4 Anti-requisites

Nil

5.5 Specific assumed prior knowledge and skills (where applicable)

Students should be familiar with 3D object modelling and texturing

6. How am I going to be assessed?

6.1 Grading scale

Standard – High Distinction (HD), Distinction (DN), Credit (CR), Pass (PS), Fail (FL)

6.2 Details of early feedback on progress

Students will receive constructive feedback on their first assessment drafts by week 3.

6.3 Assessment tasks

Task No.	Assessment Product	Individual or Group	Weighting %	What is the duration / length?	When should I submit?	Where should I submit it?
1	Artefact - Creative, and Written Piece	Individual	30%	Project documentation	Week 6 in class	Online Assignment Submission
2	Artefact - Creative, and Written Piece	Individual	30%	Project documentation	Week 10 in class	Online Assignment Submission

3	Artefact - Creative, and Written Piece	Individual	40%	Project documentation	Monday, Week 1 centrally scheduled exams	Online Assignment Submission
			100%			

Assessment 1: Creative Plan

Goal:	To create a plan for your fantastic machine.
Product:	Artefact - Creative, and Written Piece
Format:	<p>Professional/Industry format</p> <p>To plan your fantastic machine and outline the mechanism of all parts and devices that transform input forces and movement into a desired set of output forces and movements.</p> <p>You will draw a kinematic diagram that illustrates the connectivity of links and joints of a mechanism or machine rather than the dimensions or shape of the parts.</p> <p>Note: For more technical details on this project please refer to the black board course website</p>
Criteria:	<p>Detail of plan</p> <ul style="list-style-type: none"> • Logic of plan and diagram • Description of all parts and their function • Detail of colours, textures and materials to be applied to parts • Correctness of scale

Assessment Task 2: Animation Storyboard

Goal:	The goal is to create a 30 second animated storyboard with audio as part of the pre-production cycle for the animated mechanical machine.
Product:	Artefact - Creative, and Written Piece
Format:	<p>Professional/Industry format</p> <p>This task is part of your major animation project. You will create a 30 second animation that visualises the workings of your fantastic machine in action.</p> <p>Your short piece of animation should be informed by theory requiring you to conduct independent research. You can choose the form and style of the animation. An animation script and an animated storyboard (with sound and scene transitions) must be produced as part of the production process.</p> <p>Note: For more technical details on this project please refer to the black board course website</p>
Criteria:	<p>Animated Storyboard:</p> <ul style="list-style-type: none"> • The storyboard outlines the animation in detail • The animation of the storyboard is fluent • The audio supports the story • The timing of the storyboard is accurate • Editing and montage supports and creates meaning of your animation towards visualisation • Visualisation concepts are applied to great effect <p>Documentation:</p> <ul style="list-style-type: none"> • The pre-production and production stages of the script and animated storyboard are documented • The script is detailed and supports the animated storyboard • Accurate explanation of the use of your visualisation strategies

	<ul style="list-style-type: none"> • Inspirational sources included in your documentation • Difficulties and solutions discussed
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Assessment Task 3: Major animation project

Goal:	The goal is to plan and create a 30 second animation that visualises the mechanics and movements of a complex machine.
Product:	Artefact - Creative, and Written Piece
Format:	<p>Professional/Industry format</p> <p>You will make a 30 second animation that visualises the components of a fantastic mechanical machine. You will show how the components of the machine work together. You will work from 2D blueprints or 2D sketches and you will storyboard your animation before you start modelling.</p> <p>Note: For more technical details on this project please refer to the Blackboard course website</p>
Criteria:	<p>The Fantastic Machine:</p> <ul style="list-style-type: none"> • Parts of the machine modelled accurately and proportionately correct • Machine is complete with all parts • Machine is completely rigged and all movable parts are animated • Duration of the animation is 30 seconds • The animation is rendered with lights and shadows • Sound has been incorporated to support realism of the visualisation <p>Documentation:</p> <p>Pre-production and production stages of the modelling process and animation are documented including sketches/drawings and storyboard.</p>

7. Directed study hours

The directed study hours listed here are a portion of the workload for this course. A 12 unit course will have total of 150 learning hours which will include directed study hours (including online if required), self-directed learning and completion of assessable tasks. Directed study hours may vary by location. Student workload is calculated at 12.5 learning hours per one unit.

Location:	Directed study hours for location*:
USC Sunshine Coast	Computer workshop: 3 hours

**This course will be delivered via technology-enabled learning and teaching. All lectures will remain in this mode for Semester 2 2020. When government guidelines allow, students that elected on-campus study via the class selection process will be advised when on campus tutorials and practical sessions will resume.*

8. What resources do I need to undertake this course?

Please note that course information, including specific information of recommended readings, learning activities, resources, weekly readings, etc. are available on the course Blackboard site. Please log in as soon as possible.

8.1 Prescribed text(s) or course reader

Nil

8.2 Specific requirements

Nil

9. How are risks managed in this course?

Health and safety risks for this course have been assessed as low.

It is your responsibility as a student to review course material, search online, discuss with lecturers and peers, and understand the health and safety risks associated with your specific course of study. It is also your responsibility to familiarise yourself with the University's general health and safety principles by reviewing the [online Health Safety and Wellbeing training module for students](#), and following the instructions of the University staff.

10. What administrative information is relevant to this course?

10.1 Assessment: Academic Integrity

Academic integrity is the ethical standard of university participation. It ensures that students graduate as a result of proving they are competent in their discipline. This is integral in maintaining the value of academic qualifications. Each industry has expectations and standards of the skills and knowledge within that discipline and these are reflected in assessment.

Academic integrity means that you do not engage in any activity that is considered to be academic fraud; including plagiarism, collusion or outsourcing any part of any assessment item to any other person. You are expected to be honest and ethical by completing all work yourself and indicating in your work which ideas and information were developed by you and which were taken from others. You cannot provide your assessment work to others. You are also expected to provide evidence of wide and critical reading, usually by using appropriate academic references.

In order to minimise incidents of academic fraud, this course may require that some of its assessment tasks, when submitted to Blackboard, are electronically checked through SafeAssign. This software allows for text comparisons to be made between your submitted assessment item and all other work that SafeAssign has access to.

10.2 Assessment: Additional requirements

Eligibility for Supplementary Assessment

Your eligibility for supplementary assessment in a course is dependent of the following conditions applying:

- a) The final mark is in the percentage range 47% to 49.4%
- b) The course is graded using the Standard Grading scale
- c) You have not failed an assessment task in the course due to academic misconduct

10.3 Assessment: Submission penalties

Late submission of assessment tasks will be penalised at the following maximum rate:

- 5% (of the assessment task's identified value) per day for the first two days from the date identified as the due date for the assessment task.
- 10% (of the assessment task's identified value) for the third day
- 20% (of the assessment task's identified value) for the fourth day and subsequent days up to and including seven days from the date identified as the due date for the assessment task.
- A result of zero is awarded for an assessment task submitted after seven days from the date identified as the due date for the assessment task.

Weekdays and weekends are included in the calculation of days late.

To request an extension, you must contact your Course Coordinator and supply the required documentation to negotiate an outcome.

10.4 Study help

In the first instance, you should contact your tutor, then the Course Coordinator. Additional assistance is provided to all students through Academic Skills Advisers. To book an appointment or find a drop-in session go to [Student Hub](#).

Contact Student Central for further assistance: +61 7 5430 2890 or studentcentral@usc.edu.au

10.5 Wellbeing Services

Student Wellbeing Support Staff are available to assist on a wide range of personal, academic, social and psychological matters to foster positive mental health and wellbeing for your success. Student Wellbeing is comprised of professionally qualified staff in counselling, health and disability Services.

Ability Advisers ensure equal access to all aspects of university life. If your studies are affected by a disability, mental health issue, learning disorder, injury or illness, or you are a primary carer for someone with a disability, [AccessAbility Services](#) can provide assistance, advocacy and reasonable academic adjustments.

To book an appointment with either service go to [Student Hub](#), email studentwellbeing@usc.edu.au or accessability@usc.edu.au or call 07 5430 1226

10.6 Links to relevant University policy and procedures

For more information on Academic Learning & Teaching categories including:

- Assessment: Courses and Coursework Programs
- Review of Assessment and Final Grades
- Supplementary Assessment
- Administration of Central Examinations
- Deferred Examinations
- Student Academic Misconduct
- Students with a Disability

Visit the USC website:

<http://www.usc.edu.au/explore/policies-and-procedures#academic-learning-and-teaching>

10.7 General Enquiries

In person:

- **USC Sunshine Coast** - Student Central, Ground Floor, Building C, 90 Sippy Downs Drive, Sippy Downs
- **USC Moreton Bay** – Service Centre, Ground Floor, Foundation Building, Gympie Road, Petrie
- **USC SouthBank** - Student Central, Building A4 (SW1), 52 Merivale Street, South Brisbane
- **USC Gympie** - Student Central, 71 Cartwright Road, Gympie
- **USC Fraser Coast** - Student Central, Student Central, Building A, 161 Old Maryborough Rd, Hervey Bay
- **USC Caboolture** - Student Central, Level 1 Building J, Cnr Manley and Tallon Street, Caboolture

Tel: +61 7 5430 2890

Email: studentcentral@usc.edu.au