


Course Outline	
DSGN6283 Animation Production Study (6)	
Effective Date 01 February 2016	Study Program Visual Communication Design Revision 0

1. Course Description

Animation Production Study is a course that explains character animation production, character animation workflows & being animation director, working like in real animation production, and matters relating to the latest animation development, pipeline, and technology. This course give student animation knowledge related with animation and skill to produce animation using 3D application.

2. Graduate Competency

Each course in the study program contributes to the graduate competencies that are divided into employability and entrepreneurial skills and study program specific outcomes, in which students need to have demonstrated by the time they complete their course.

BINUS University employability and entrepreneurial skills consist of planning and organizing, problem solving and decision making, self management, team work, communication, and initiative and enterprise.

2.1. Employability and Entrepreneurial Skills

Aspect	Key Behaviour

2.2. Study Program Specific Outcomes

Study Program Specific Outcomes
Graduates will be able to analyze aesthetic, technical, historical and cultural aspects of visual art/design. (C4)
Graduates will be able to explain current inter-disciplinary design principles and technology available to animation design and animation Production
Graduates will be able to apply current design and technological knowledge to solve animation design problems in industry area
Graduates will be able to analyze and show the functionality of animation design in business model area

3. Topics

- Introduction: Animation Process Pipeline
- The Dramatic Structure of Stories
- Theory of Storytelling
- The Laws of Animation
- Develop story with animation
- Animation production 01
- Animation Production 02
- Animation production 03
- Animation Production 04
- Post Production 01
- Post production 02
- Animator's Eye
- Review and Presentation

4. Learning Outcomes

On successful completion of this course, student will be able to:

- LO 1: Identify How to plan an animation
- LO 2: Breakdown Directing for animation
- LO 3: Demonstrate Animation Production Pipeline
- LO 4: Apply Character to life

5. Teaching And Learning Strategies

In this course, the lecturers might deploy several teaching learning strategies, including Laboratory Experiments, Developing Plan, and Project Based Learning.

6. Textbooks and Other Resources**6.1 Textbooks**

1. Francis Glebas. (2013). *The animators eye : adding life to animation with timing, layout, design, color and sound*. 01. Focal Press. New York. ISBN: 9780240817248.
2. John Wiley. (2012). *3D Animation Essentials*. 01. Sybex. Burlington. ISBN: 978-1118147481.
3. Mark simon. (2007). *Storyboards-Motion In Art*. 03. Focal Press. Burlington. ISBN: 978-0-240-80805-5.

The book in the first list is a must to have for each student.

6.2 Other Resources

1. <https://www.youtube.com/watch?v=qQKLWploc0>
2. blog.digitaltutors.com/understanding-a-3d-production-pipeline-learning-the-basics/
3. <https://www.youtube.com/watch?v=Vj9Jf9w2ksQ>
4. <https://www.youtube.com/watch?v=tlkc4NBfvgc>
5. <https://www.youtube.com/watch?v=Vj9Jf9w2ksQ>
6. <https://storyboardsecrets.com/blog/storyboard-portfolio-sample-story-ideas-comics/>
7. <https://www.youtube.com/watch?v=WHv0KhAHoyY>
8. <https://www.youtube.com/watch?v=XtkiAuXcPW0>
9. <https://www.youtube.com/watch?v=liQLtkWUeKk>
10. <https://www.youtube.com/watch?v=UFksBd2nWKY>
11. <https://www.youtube.com/watch?v=wBbiLGLFsn0>
12. <https://www.youtube.com/watch?v=KfBsmY2dP40>

7. Schedule**Theory**

Session/ Mode	Related LO	Topics	References
1 F2F	LO 1	Introduction: Animation Process Pipeline - Understanding the Pipeline	- Introduction: Animation Process Pipeline - The animators eye : adding life to animation with timing, layout, design, color and sound, chapter 1 & 2 - Pipeline, blog.digitaltutors.com/understanding-a-3d-production-pipeline-learning-the-basics/
2 F2F	LO 1	Introduction: Animation Process Pipeline - Understanding the Pipeline	- Introduction: Animation Process Pipeline - The animators eye : adding life to animation with timing, layout, design, color and sound, chapter 1 & 2 - Pipeline, blog.digitaltutors.com/understanding-a-3d-production-pipeline-learning-the-basics/

3 F2F	LO 1	Introduction: Animation Process Pipeline - Understanding the Pipeline	- Introduction: Animation Process Pipeline - The animators eye : adding life to animation with timing, layout, design, color and sound, chapter 1 & 2 - Pipeline, blog.digitaltutors.com/understanding-a-3d-production-pipeline-learning-the-basics/
4 F2F	LO 1	The Dramatic Structure of Stories - Story Background & Building Better content - Building Character & Location - Building Story	- The Dramatic Structure of Stories - The animators eye : adding life to animation with timing, layout, design, color and sound, Chapter 3 - Storyboard sample, https://storyboardsecrets.com/blog/storyboard-portfolio-sample-story-ideas-comics/
5 F2F	LO 1	The Dramatic Structure of Stories - Story Background & Building Better content - Building Character & Location - Building Story	- The Dramatic Structure of Stories - The animators eye : adding life to animation with timing, layout, design, color and sound, Chapter 3 - Storyboard sample, https://storyboardsecrets.com/blog/storyboard-portfolio-sample-story-ideas-comics/
6 F2F	LO 1	The Dramatic Structure of Stories - Story Background & Building Better content - Building Character & Location - Building Story	- The Dramatic Structure of Stories - The animators eye : adding life to animation with timing, layout, design, color and sound, Chapter 3 - Storyboard sample, https://storyboardsecrets.com/blog/storyboard-portfolio-sample-story-ideas-comics/
7 F2F	LO 1	Theory of Storytelling - Analysis of story structure - How do you start to write story	- Theory of Story Telling - The animators eye : adding life to animation with timing, layout, design, color and sound, Chapter 3 - Storyboard for Animation, https://www.youtube.com/watch?v=Vj9Jf9w2ksQ
8 F2F	LO 1	Theory of Storytelling - Analysis of story structure - How do you start to write story	- Theory of Story Telling - The animators eye : adding life to animation with timing, layout, design, color and sound, Chapter 3 - Storyboard for Animation, https://www.youtube.com/watch?v=Vj9Jf9w2ksQ
9 F2F	LO 1	Theory of Storytelling - Analysis of story structure - How do you start to write story	- Theory of Story Telling - The animators eye : adding life to animation with timing, layout, design, color and

			sound, Chapter 3 - Storyboard for Animation, https://www.youtube.com/watch?v=Vj9Jf9w2ksQ
10 F2F	LO 2	The Laws of Animation - The 12 principles of animation - Animation Timing	- The Laws of Animation - The animators eye : adding life to animation with timing, layout, design, color and sound, Chapter 5 - 12 Principles of Animation, https://www.youtube.com/watch?v=Vj9Jf9w2ksQ
11 F2F	LO 2	The Laws of Animation - The 12 principles of animation - Animation Timing	- The Laws of Animation - The animators eye : adding life to animation with timing, layout, design, color and sound, Chapter 5 - 12 Principles of Animation, https://www.youtube.com/watch?v=Vj9Jf9w2ksQ
12 F2F	LO 2	The Laws of Animation - The 12 principles of animation - Animation Timing	- The Laws of Animation - The animators eye : adding life to animation with timing, layout, design, color and sound, Chapter 5 - 12 Principles of Animation, https://www.youtube.com/watch?v=Vj9Jf9w2ksQ
13 F2F	LO 2	Develop story with animation - Acting: Exploring Scene work	- How to develop story with animation tools - Storyboards-Motion In Art, Part Two - How to make Storyboard, https://www.youtube.com/watch?v=KfBsmy2dP40
14 F2F	LO 2	Develop story with animation - Acting: Exploring Scene work	- How to develop story with animation tools - Storyboards-Motion In Art, Part Two - How to make Storyboard, https://www.youtube.com/watch?v=KfBsmy2dP40
15 F2F	LO 2	Develop story with animation - Acting: Exploring Scene work	- How to develop story with animation tools - Storyboards-Motion In Art, Part Two - How to make Storyboard, https://www.youtube.com/watch?v=KfBsmy2dP40
16 F2F	LO 2	Animation production 01 - Real Animation Production Pipeline	- Animation Production Pipeline - 3D Animation Essentials, Chapter 4 - Real Production Pipeline, https://www.youtube.com/watch?v=UFksBd2nWKY
17 F2F	LO 2	Animation production 01 - Real Animation Production Pipeline	- Animation Production Pipeline - 3D Animation Essentials,

			Chapter 4 - Real Production Pipeline, https://www.youtube.com/watch?v=UFksBd2nWKY
18 F2F	LO 2	Animation production 01 - Real Animation Production Pipeline	- Animation Production Pipeline - 3D Animation Essentials, Chapter 4 - Real Production Pipeline, https://www.youtube.com/watch?v=UFksBd2nWKY
19 F2F	LO 2	Animation Production 02 - Real Animation Production Pipeline	- Animation Production Pipeline - 3D Animation Essentials, Chapter 2 - Animation Breakdown, https://www.youtube.com/watch?v=wBbiLGLFsn0
20 F2F	LO 2	Animation Production 02 - Real Animation Production Pipeline	- Animation Production Pipeline - 3D Animation Essentials, Chapter 2 - Animation Breakdown, https://www.youtube.com/watch?v=wBbiLGLFsn0
21 F2F	LO 2	Animation Production 02 - Real Animation Production Pipeline	- Animation Production Pipeline - 3D Animation Essentials, Chapter 2 - Animation Breakdown, https://www.youtube.com/watch?v=wBbiLGLFsn0
22 F2F	LO 3	Animation production 03 - Real Animation Production Pipeline	- Animation Production Pipeline - 3D Animation Essentials, Chapter 2 - Animation Breakdown, https://www.youtube.com/watch?v=WHv0KhAHoyY
23 F2F	LO 3	Animation production 03 - Real Animation Production Pipeline	- Animation Production Pipeline - 3D Animation Essentials, Chapter 2 - Animation Breakdown, https://www.youtube.com/watch?v=WHv0KhAHoyY
24 F2F	LO 3	Animation production 03 - Real Animation Production Pipeline	- Animation Production Pipeline - 3D Animation Essentials, Chapter 2 - Animation Breakdown, https://www.youtube.com/watch?v=WHv0KhAHoyY
25 GSLC	LO 3	Animation Production 04 - Shading, Lighting & Rendering	- Shading, Lighting, Rendering - 3D Animation Essentials, Chapter 3
26 GSLC	LO 3	Animation Production 04 - Shading, Lighting & Rendering	- Shading, Lighting, Rendering - 3D Animation Essentials, Chapter 3

27 GSLC	LO 3	Animation Production 04 - Shading, Lighting & Rendering	- Shading, Lighting, Rendering - 3D Animation Essentials, Chapter 3
28 F2F	LO 4	Post Production 01 - Render Element & Compositing	- Post Production Pipeline - 3D Animation Essentials, Chapter 3
29 F2F	LO 4	Post Production 01 - Render Element & Compositing	- Post Production Pipeline - 3D Animation Essentials, Chapter 3
30 F2F	LO 4	Post Production 01 - Render Element & Compositing	- Post Production Pipeline - 3D Animation Essentials, Chapter 3
31 F2F	LO 4	Post production 02 - Online editing	- Post Production Pipeline - 3D Animation Essentials, Chapter 3 - The Story of Animation, https://www.youtube.com/watch?v=liQLtkWUeKk
32 F2F	LO 4	Post production 02 - Online editing	- Post Production Pipeline - 3D Animation Essentials, Chapter 3 - The Story of Animation, https://www.youtube.com/watch?v=liQLtkWUeKk
33 F2F	LO 4	Post production 02 - Online editing	- Post Production Pipeline - 3D Animation Essentials, Chapter 3 - The Story of Animation, https://www.youtube.com/watch?v=liQLtkWUeKk
34 F2F	LO 4	Animator's Eye - Review and polishing	- Animator's Eye - The animators eye : adding life to animation with timing, layout, design, color and sound, Chapter 12 - Animation polishing, https://www.youtube.com/watch?v=qQKLRwploc0 - Animation Polishing, https://www.youtube.com/watch?v=tlkc4NBfvgc
35 F2F	LO 4	Animator's Eye - Review and polishing	- Animator's Eye - The animators eye : adding life to animation with timing, layout, design, color and sound, Chapter 12 - Animation polishing, https://www.youtube.com/watch?v=qQKLRwploc0 - Animation Polishing, https://www.youtube.com/watch?v=tlkc4NBfvgc
36 F2F	LO 4	Animator's Eye - Review and polishing	- Animator's Eye - The animators eye : adding life to animation with timing, layout, design, color and sound, Chapter 12 - Animation polishing, https://www.youtube.com/watch?v=qQKLRwploc0

			- Animation Polishing, https://www.youtube.com/watch?v=tlkc4NBfvgc
37 F2F	LO 4	Review and Presentation - Preparing your Animation Reel	- Review and Presentation - The animators eye : adding life to animation with timing, layout, design, color and sound, Chapter 12 - Sony Image Works, Animation Reel Tips, https://www.youtube.com/watch?v=XtkiAuXcPW0
38 F2F	LO 4	Review and Presentation - Preparing your Animation Reel	- Review and Presentation - The animators eye : adding life to animation with timing, layout, design, color and sound, Chapter 12 - Sony Image Works, Animation Reel Tips, https://www.youtube.com/watch?v=XtkiAuXcPW0
39 F2F	LO 4	Review and Presentation - Preparing your Animation Reel	- Review and Presentation - The animators eye : adding life to animation with timing, layout, design, color and sound, Chapter 12 - Sony Image Works, Animation Reel Tips, https://www.youtube.com/watch?v=XtkiAuXcPW0

8. Evaluation

Theory

Assessment Activity	Weight	Learning Outcomes			
		1	2	3	4
Assignment	60%	√	√	√	√
Mid Exam	20%	√	√		
Final Exam	20%			√	√

Practicum

-

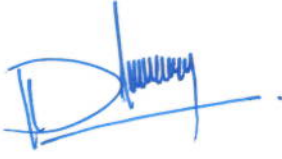
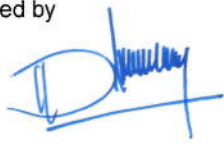

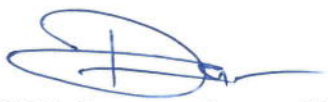
Final Evaluation Score

Aspects	Weight
Theory	100%
Practicum	0%

9. A. Assessment Rubric (Study Program Specific Outcomes)

LO	Indicators	Proficiency Level			
		Excellent (85 – 100)	Good (75 – 84)	Average (65 – 74)	Poor (≤ 64)
LO 1	1.1. Student Knows How to Plan animation from scratch, idea, design, Thumbnail Storyboards, Storyboards	Student Knows How to Plan animation from scratch, idea, design, Thumbnail Storyboards, Storyboards	Student Knows How to Plan animation from scratch, idea, design, Thumbnail Storyboards	Student Knows How to Plan animation from scratch, idea & design	Student Knows How to Plan animation from scratch, idea
	1.2. Student can Identify How to plan an animation by doing motion research, find references, find style, and use the reference in their animation	Student can Identify How to plan an animation by doing motion research, find references, find style, and use the reference in their animation	Student can Identify How to plan an animation by doing motion research, find references, & find style	Student can Identify How to plan an animation by doing motion research & find references	Student can Identify How to plan an animation by doing motion research
LO 2	2.1. Student knows How to break down and directing several of animation process from blocking, pose-to-pose, applying curve, polishing	Student knows How to break down and directing several of animation process from blocking, pose-to-pose, applying curve, polishing	Student knows How to break down and directing several of animation process from blocking, pose-to-pose, & applying curve	Student knows How to break down and directing several of animation process from blocking & pose-to-pose	Student knows How to break down and directing several of animation process only for blocking
	2.2. Student has abilities to direct actor as reference of the animation, use any props inside the animation, use the f-curve to polish the animation, finalize the animation	Student has abilities to direct actor as reference of the animation, use any props inside the animation, use the f-curve to polish the animation, & finalize the animation	Student has abilities to direct actor as reference of the animation, use any props inside the animation, & use the f-curve to polish the animation	Student has abilities to direct actor as reference of the animation & use any props inside the animation	Student has abilities to direct actor as reference of the animation

LO 3	3.1. Student knows how to demonstrate Animation Production Pipeline, from Pre-production, Production, Post Production, and Compile works together into animation reel	Student knows how to demonstrate Animation Production Pipeline, from Pre-production, Production, Post Production, and Compile works together into animation reel	Student knows how to demonstrate Animation Production Pipeline, from Pre-production, Production, & Post Production	Student knows how to demonstrate Animation Production Pipeline, from Pre-production & Production	Student knows how to demonstrate Animation Production Pipeline, only Pre-production phase
	3.2. Student has abilities to produce animation from 2d Storyboard, Blocking in 3D application, Using animation principles in 3D application, & polishing animation using f-curve	Student has abilities to produce animation from 2d Storyboard, Blocking in 3D application, Using animation principles in 3D application, & polishing animation using f-curve	Student has abilities to produce animation from 2d Storyboard, Blocking in 3D application, & Using animation principles in 3D application	Student has abilities to produce animation from 2d Storyboard & Blocking in 3D application	Student has abilities to produce animation from 2d Storyboard
LO 4	4.1. Student knows how to apply character to life by giving good gesture, proper animation, lip sync, and polish the animation	Student knows how to apply character to life by giving good gesture, proper animation, lip sync, and polish the animation	Student knows how to apply character to life by giving good gesture, proper animation, & lip sync	Student knows how to apply character to life by giving good gesture & proper animation	Student knows how to apply character to life by giving only good gesture
	4.2. Student has abilities to present their skills in a demo reel that contains blocking, body mechanic, interaction, & lip sync	Student has abilities to present their skills in a demo reel that contains blocking, body mechanic, interaction, & lip sync	Student has abilities to present their skills in a demo reel that contains blocking, body mechanic, & interaction	Student has abilities to present their skills in a demo reel that contains blocking & body mechanic	Student has abilities to present their skills in a demo reel that contains blocking only

Prepared by  D3252 - Satrya Mahardhika, S.T., M.Mult	Checked by  D3252 - Satrya Mahardhika, S.T., M.Mult Acting as Subject Content Specialist
Approved by  D3252 - Satrya Mahardhika, S.T., M.Mult Subject Content Coordinator	Acknowledged by  D2521 - Dermawan Syamsuddin, S.Sn. Head of Program – Animation

