COURSE OUTLINE

1. GENERAL

SCHOOL	ENGINEERING		
DEPARTMENT	PRODUCT AND SYSTEMS DESIGN ENGINEERING		
LEVEL OF STUDIES	Undergraduate		
COURSE CODE	**5202**	**SEMESTER**	**8**
COURSE TITLE	**Introduction to animation**		

INDEPENDENT TEACHING ACTIVITIES *if credits are awarded for separate components of the course, e.g. lectures, laboratory exercises, etc. If the credits are awarded for the whole of the course, give the weekly teaching hours and the total credits*	**WEEKLY TEACHING HOURS**	**CREDITS**
Lab exercises	**3**	**6**
Add rows if necessary. The organisation of teaching and the teaching methods used are described in detail at (d).		

COURSE TYPE *general background, special background, specialised general knowledge, skills development*	Skills development
PREREQUISITE COURSES:	NONE
LANGUAGE OF INSTRUCTION and EXAMINATIONS:	GREEK/ENGLISH
COURSE DELIVERED TO ERASMUS STUDENTS	YES
MODULE WEB PAGE (URL)	https://eclass.uowm.gr/

2. LEARNING OUTCOMES

Learning outcomes
At the end of the semester, the student will be able to prepare a complete animation proposal and understand all major animation principles in theory and in practice.
General Skills
Upon successful completion of the program students will: • have the theoretical and practical background on the field of product and systems design engineering and the corresponding profession. • utilize scientific knowledge to understand, analyze and solve problems. • apply a wide range of scientific and technical knowledge concerning the design and development of products and systems.

3. COURSE CONTENTS

The course is dedicated to traditional and digital animation techniques. Understanding how to render rhythmic actions for narrative purposes is the main objective of the course. Both character and object animations approaches are taught in the classroom, based on traditional Disney animation principles. During compulsory laboratory sessions, students are invited to create their own concepts, storyboards, walking cycle exercises, and final short films.

4. TEACHING METHODS - ASSESSMENT

MODE OFDELIVERY	In class, face to face
USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY	• Video and slide presentations via projector • Support of teaching process via the electronic platform e-class

<table>
<tr><td></td><td>• Communication with students.</td></tr>
<tr><td>TEACHING METHODS</td><td>
<table>
<tr><th>Activity</th><th>Semester workload</th></tr>
<tr><td>Lab exercises</td><td>90</td></tr>
<tr><td>Non-directed study</td><td>60</td></tr>
<tr><td></td><td></td></tr>
<tr><td></td><td></td></tr>
<tr><td>Course total</td><td>150</td></tr>
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</td></tr>
<tr><td>ASSESSMENT METHODS</td><td>Lab exercise which includes:
I. Homework exercises
II. Exercises in the class
III. Coursework for portfolio built

Final written exam which includes:
i. Short-answer questions
ii. Multiple choice questions
iii. Problem solving</td></tr>
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5. ATTACHED

- Suggested bibliography:

1. Paul Wells, Understanding Animation
2. Richard Williams, The Animators Survival Kit: A Working Manual of Methods, Principles and Formulas for Computer, Stop-motion, Games and Classical Animators
3. Peter Lord, Brian Sibley, Cracking Animation / The Aardman Book of 3-D Animation
4. Chris Patmore, The Complete Animation Course - The Principles, Practice and Techniques of Successful Animation
5. John Lasseter (Foreword), Harold Whitaker, John Halas, Timing for Animation
6. Ed Hooks, Acting for Animators: A Complete Guide to Performance Animation
7. Kit Laybourne, The Animation Book
8. Preston Blair, Cartoon Animation (Collectors Series)
9. Shamus Culhane, Animation: From Script to Screen
10. Class notes