2D Animation

TRIMESTER 1

Bachelor & Diploma units

PRINCIPLES OF ANIMATION
Principles

UNIT DESCRIPTION

This unit introduces students to the principles of animation. Students will practice the process of translation of still images into movement and gesture as they develop skills in observation and illustrative expression. Students will be introduced to physical animation theory and the conceptual framework, as well as learning principles like squash and stretch, anticipation, action, timing, and character exaggeration. Students will become proficient in using industry-standard 2D animation software.

DRAWING FOR ANIMATION
Practice

UNIT DESCRIPTION

Drawing is the cornerstone of all animation practices and is essential to studying the field of animation, be it 2D, 3D or hybrid, analogue or digital. This unit introduces students to the practical, technical and aesthetic fundamentals of drawing, focusing on perspective, construction, composition, anatomy life drawing, entry-level character design and background design, and keeping a visual journal. The unit also employs drawing as a critical thinking tool and encourages students towards creative expression as well as the development of traditional drawing skills. A folio of work will be produced to demonstrate knowledge and skills, commencing with line drawing by hand, which increases in complexity to include light, shade, texture and colour. Knowledge and skills will be developed to encourage discussion of animation ideation and concept development through visual formats.

CREATIVE FOUNDATIONS
Industry Awareness

UNIT DESCRIPTION

In this foundational unit, students are introduced to skills essential for success in tertiary studies and withinthe creative industries. They will explore creativity across various disciplines and communities, aiming tounderstand how different ethical and cultural values shape practices within the creative industries. Studentswill be guided to develop the knowledge and skills needed to assess the quality, credibility, and relevance ofdiverse information sources, while enhancing their ability to develop, articulate, and critique creative ideas. This unit provides an opportunity for students to explore their creative voice and engage with a creative community as they begin their journey in higher education.

FILM ANIMATION: HISTORY & THEORY
Theory

UNIT DESCRIPTION

In this unit students encounter a wide range of historically significant animation. Students can learn how to analyse the aesthetics, filmmaking styles and techniques of various productions. The aim is for students to be able to articulate the manner in which animation has evolved throughout its history in terms of technology, aesthetics and cultural contexts.

TRIMESTER 2

PRODUCTION DESIGN & ART DIRECTION

Principles

UNIT DESCRIPTION

This unit introduces students the role of the production designer/art director, and creative methods used to develop animated and visual effects outcomes. Students will be introduced to principles of production design, and learn the value of investigation and iterative development when formulating production design and art direction in animation.

MOTION DESIGN

Practice

UNIT DESCRIPTION

This unit provides students with the knowledge and creative skills to produce motion-based design, as well as using motion-design as a tool to become digital storytellers. The unit addresses the principles of kinetic design, as well as animation, and examines concepts such as colour, light, depth, time, layout, typography and audio in the context of motion. Students will acquire the knowledge and skills to use relevant design software by creating and designing an animated logo for a selected brand.

CREATIVE INDUSTRY FOUNDATIONS

Industry Awareness

UNIT DESCRIPTION

In this unit, students will explore various pathways within the creative industries and learn how to apply their creative skills. Through presentations from industry professionals and practical activities, they will gain insights into key trends, creative processes, and professional roles to reflect on their career interests and creative potential. Students will cultivate adaptable approaches to creative collaboration, generating content and participating in cross-disciplinary projects that mirror real-world environments. These experiences will enhance their collaborative and professional communication skills, while developing their ability to share creative ideas across various media. By deepening their understanding of industry, students will be better equipped to position their practice and make informed career decisions.

VISUAL STORYTELLING

Theory

UNIT DESCRIPTION

Students will be introduced to the impact of image-based narrative on individuals and societies, where an awareness of semiotics and the processes of communication can inform the ways that images are produced and received in the media landscape. Through examination of the concepts and theory underpinning visual storytelling, students harness techniques to maximise the emotional truth of a story. Students identify and illustrate visual techniques for telling stories used in various media including graphic recording.

2D Animation

TRIMESTER 3
Bachelor & Diploma units

ACTING FOR ANIMATION 1
Principles

UNIT DESCRIPTION

Students will examine the foundations for digital animation and acting theory in this unit. Through a series of scaffolded exercises students develop an understanding of the physical and psychological attributes of character that can be used to inform animation and the ability to apply these factors in their animation work. Students are encouraged to focus less on the physical elements of animation and more thoroughly on interpreting mood, attitude, and various underlying attributes/motives to benefit the motion in their work.

SCREENWRITING FOR ANIMATION
Practice

UNIT DESCRIPTION

This unit introduces students to methods of screenwriting for animation and games. Students examine some of the elements that constitute universal principles of effective storytelling. Students will develop and pitch an original concept and gain insight that will contribute to their story development. They will also be introduced to traditional screen narrative structure, such as the Hero/ Heroine's Journey, as well as non-linear narrative, character development, writing for a visual medium and visual literacy.

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2D Animation

TRIMESTER 3

2D CHARACTER DESIGN

Industry Awareness

UNIT DESCRIPTION

Character designers develop ideas that are unique, memorable and captivate the audience. The characters in stories, theatre, books, animated films and games that make people love, laugh, cry, and respond: heroes, heroines, villains and villainesses. Students will apply skills to give a character personality and make them appealing. These skills will include key animation principles such as shape, language, proportion, line of action, readability and exaggeration. Students will apply these to anatomy, gesture, expression and costume.

MEDIA LITERACY

Theory

UNIT DESCRIPTION

In this unit, students consider the role of animation in the media landscape. Students will develop awareness of the pervasive influence, and the implications of the consumption and creation of media. Students encounter concepts, theories and practices that empower them to critique, create and manipulate media. Animation is not limited to a specific style or formula and offers multimodal possibilities for students to use to deconstruct media texts.

COLLARTS AUSTRALIAN COLLEGE OF THE ARTS

2D Animation

TRIMESTER 4

Bachelor units only

ACTING FOR ANIMATION 2

Principles

UNIT DESCRIPTION

Building upon previous theoretical foundations, students have the opportunity to focus more closely on convincing dialogue and facial animation, illustrating the physiological attributes and motives of a character through more subtle and understated motion. Student's creative work will focus on constructing believable and emotive origin for each motion. Through practical and theoretical exercises, students will create a varied body of emotive animation and dialogue shots using industry software.

STORYBOARDING & CINEMATOGRAPHY

Practice

UNIT DESCRIPTION

This unit offers students a theoretical grounding in the principles of planning and shooting. Students develop knowledge in lighting, exposure, camera placement, monitoring light sources, and framing people and objects for editing. These techniques provide an understanding of visual storytelling and storyboarding for communication media. Practice is informed and contextualised by an overview of the history of cinematography.

2D ENVIRONMENT DESIGN

Industry Awareness

UNIT DESCRIPTION

World building through environment design in animation provides a context for narratives that supports characters from a visual and situational perspective. Backgrounds, environments, architecture, atmosphere and props all assist in audience engagement and serve as a framework for character interactions. Emphasis will be placed on investigation, ideation-sketching, creating thumbnails, world-building and illustrations.

CONTEMPORARY ART, DESIGN & CULTURAL HISTORY

Theory

UNIT DESCRIPTION

In this unit, students gain an understanding and appreciation of the relationship between art, design, and culture and how these create a context for digital media projects. Students learn about art history and major artistic trends. Students will research and review aspects of design history, theory, and aesthetics. This unit examines the historical backgrounds and theoretical frameworks that underpin creativity, culture and innovation.

COLLARTS AUSTRALIAN COLLEGE OF THE ARTS

2D Animation

TRIMESTER 5

ANIMATION CAPSTONE DEVELOPMENT

Principles

UNIT DESCRIPTION

This unit provides students with an opportunity to develop an animation concept that they can realise as a Capstone Project in the final stage of their studies. Students will propose a project concept that reflects their specific interest in animation and showcases the theoretical, technical and creative knowledge of animation acquired I the course. Under close guidance, students will develop and refine their animation concept, and seek feedback on their process, progress and creative experimentation.

SOUNDTRACK FOR SCREEN

Practice

UNIT DESCRIPTION

Students learn how a soundtrack can combine in different screen media forms with visual images to affect all aspects of the screen media such as: narrative, character, editing, dialogue, genre, mise en scene, and sound effects and be used to create meaning for audiences. Students will learn how to brief the composer who is working on the soundtrack.

GROUP PROJECT

Industry Awareness

UNIT DESCRIPTION

In this unit, students work across degree programs and areas of specialisation to plan and execute a collaborative project. Students will work with a mentor who will provide guidance and advice as students propose, plan and execute their projects. Weekly sessions will act as production meetings where mentor and student discuss and shape the project plans, providing students with an opportunity to bring together their knowledge and skills from other units and their respective courses.

ANIMATION FUTURES

Animation Futures

UNIT DESCRIPTION

This unit explores critical debates and changes in animation practice and technologies, occurring both in Australia and internationally. Students are asked to reflect on the role of an animator within current and speculative cultural, environmental and socio-political contexts. In addition, students will further advance their skills for critical analysis in order to survey diverse perspectives on animation and develop future-focused approaches to animation practice.

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2D Animation

TRIMESTER 6

ANIMATION CAPSTONE PROJECT
Principles / Practice

UNIT DESCRIPTION

This unit extends the work taken place in the Capstone Development unit to take their animation projects from design to production. Through this project students can synthesise the knowledge and skills developed throughout the course to produce an animation of professional quality that can enhance their portfolio. Students will critically reflect on their project and critique their processes and choices.

INDUSTRY PLACEMENT OR PROFESSIONAL PORTFOLIO
Industry Awareness

UNIT DESCRIPTION

This unit is to be completed in the last trimester of every student's academic career at Collarts and aims to build on all skills and knowledge previously acquired throughout the course. Students must apply for and successfully undertake a practical placement to complete this unit or complete a portfolio following their previous studies.

CREATIVE ENTREPRENEURSHIP
Theory

UNIT DESCRIPTION

This unit is about enhancing the skills and knowledge most often associated with successful entrepreneurs, with emphasis being placed on the skills required to successfully analyse and plan new businesses. Students will upon the inspired thought and entrepreneurial accomplishments of leaders in a variety of disciplines in order to understand creative entrepreneurship as a practice through investigation of personal profiles and case studies. Students are offered the opportunity to fine-tune their career plans as they progress through the unit and to anticipate decision-making and ethical challenges.

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