

WM6011

Digital Animation



Course Aim To enable students to create animated content for digital platforms. Students will develop digital animation content, from animated banners to animated intro-screens, Interface animation, and character animation. Students will also learn classical animation theories and how to apply them in a digital workflow.

Short Title Digital Animation
Faculty EDICT
Polytechnic Level 6
Credits 15
Pre-requisites None
Co-requisites None
Anti-requisites None

Version 1
Effective From September 1, 2018
Indicative NQF Level 6
Student Contact hrs 60
Self-directed hrs 90
Other directed hrs 0
Total learning hrs 150

Learning Outcomes On successful completion of this course, students will be able to:

- 1 Demonstrate knowledge and understanding of Computer Generated (CG) Animation.
- 2 Apply classical animation principles to develop CG animation.
- 3 Create animation for digital platforms adhering to appropriate standards.
- 4 Identify project requirements and meet project deadlines.
- 5 Evaluate copyright infringement, fair use, licensing and protecting works for designers.

NQF Sub-strand
Theoretical
Understanding

Practical
Application of
knowledge
Practical
Application of
knowledge
Generic, Problem
Solving and
Analytical Skills
Generic, Problem
Solving and
Analytical Skills