### 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 introscreens, Interface animation, and character animation. Students will also learn classical animation theories and how to apply them in a digital workflow.

<table>
<thead>
<tr>
<th>Short Title</th>
<th>Faculty</th>
<th>Polytechnic Level</th>
<th>Credits</th>
<th>Pre-requisites</th>
<th>Co-requisites</th>
<th>Anti-requisites</th>
<th>Version</th>
<th>Effective From</th>
<th>Indicative NQF Level</th>
<th>Student Contact hrs</th>
<th>Self-directed hrs</th>
<th>Other directed hrs</th>
<th>Total learning hrs</th>
</tr>
</thead>
<tbody>
<tr>
<td>Digital Animation</td>
<td>EDICT</td>
<td>6</td>
<td>15</td>
<td>None</td>
<td>None</td>
<td>None</td>
<td>1</td>
<td>September 1, 2018</td>
<td>6</td>
<td>60</td>
<td>90</td>
<td>0</td>
<td>150</td>
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</tbody>
</table>

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

1. **Theoretical Understanding**
   - Demonstrate knowledge and understanding of Computer Generated (CG) Animation.

2. **Practical Application of knowledge**
   - Apply classical animation principles to develop CG animation.

3. **Practical Application of knowledge**
   - Create animation for digital platforms adhering to appropriate standards.

4. **Generic, Problem Solving and Analytical Skills**
   - Identify project requirements and meet project deadlines.

5. **Generic, Problem Solving and Analytical Skills**
   - Evaluate copyright infringement, fair use, licensing and protecting works for designers.