Course Unit Descriptor

Study Programme: Audiovisual Media (module: Animation and Visual Effects)	
Course Unit Title: Character Animation	
Course Unit Code: ANI 6	
Name of Lecturer(s): Srđan Radaković	
Type and Level of Studies: Undergraduate academic studies	
Course Status (compulsory/elective): elective	
Semester (winter/summer): summer	
Language of instruction: English	
Mode of course unit delivery (face-to-face/distance learning): Face-to-face	
Number of ECTS Allocated: 3	
Prerequisites: Animation Principles	
Course Aims: Introduction to character animation	
Learning Outcomes: Students are trained to apply the acquired knowledge within their own artistic work	

Syllabus:

Introduction to various character animation concepts which include: acting techniques by Stanislavsky, Meyerhold, Brecht, Chekhov, Laban movement theory, Alba method etc. Students learn to use nonlinear animation tools, layering tools and edit motion capture data (retiming, retargeting, blending).

Required Reading: Hooks Ed, *Acting for animators: a complete guide to performance animation*, Portsmouth: Heinemann, 2003.

Weekly Contact Hours: 4	**Lectures:** 2	**Practical work:** 2

Teaching Methods:

Group lectures with the use of supplementary teaching and video material.

Knowledge Assessment (maximum of 100 points): 100

Pre-exam obligations	points	Final exam	points
Active class participation	10	written exam	
Practical work		oral exam	70
Preliminary exam(s)	20	…….	
Seminar(s)			

The methods of knowledge assessment may differ; the table presents only some of the options: written exam, oral exam, project presentation, seminars, etc.