

COURSE OUTLINE

(1) GENERAL

SCHOOL	FINE ARTS		
ACADEMIC UNIT	VISUAL ARTS AND ART SCIENCES		
LEVEL OF STUDIES	UNDERGRADUATE		
COURSE CODE	ΕΤΕΠ615	SEMESTER	ΣΤ, Η
COURSE TITLE	ANIMATION II		
INDEPENDENT TEACHING ACTIVITIES <i>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</i>		WEEKLY TEACHING HOURS	CREDITS
Lectures and laboratory exercises		3	3
<i>Add rows if necessary. The organisation of teaching and the teaching methods used are described in detail at (d).</i>			
COURSE TYPE <i>general background, special background, specialised general knowledge, skills development</i>	Skill Development		
PREREQUISITE COURSES:			
LANGUAGE OF INSTRUCTION and EXAMINATIONS:	GREEK/ENGLISH		
IS THE COURSE OFFERED TO ERASMUS STUDENTS	YES		
COURSE WEBSITE (URL)	https://ecourse.uoi.gr/course/view.php?id=3973		

(2) LEARNING OUTCOMES

Learning outcomes

The course learning outcomes, specific knowledge, skills and competences of an appropriate level, which the students will acquire with the successful completion of the course are described.

Consult Appendix A

- Description of the level of learning outcomes for each qualifications cycle, according to the Qualifications Framework of the European Higher Education Area
- Descriptors for Levels 6, 7 & 8 of the European Qualifications Framework for Lifelong Learning and Appendix B
- Guidelines for writing Learning Outcomes

1) The course aims to provide students with a comprehensive understanding of the principles, techniques, and tools used to create three-dimensional animations. During the course, students will learn about the history and evolution of 3D animation, understanding its importance in the broader context of digital media production. Using 3D design software, students will become proficient in navigating the software environment, using basic tools, and performing fundamental tasks such as modeling, texturing, rigging, and animation. The course emphasizes practical learning, encouraging students to apply theoretical concepts through practical exercises and projects. Through a series of assignments and projects, students will develop the necessary skills to create 3D animations, including character animation, special effects, and scene rendering.

2) The course is based on Constructionism, reinforcing critical thinking and problem-solving skills, challenging students to analyze and solve common problems encountered in 3D animation production..

General Competences

Taking into consideration the general competences that the degree-holder must acquire (as these appear in the Diploma

Supplement and appear below), at which of the following does the course aim?

<i>Search for, analysis and synthesis of data and information, with the use of the necessary technology</i>	<i>Project planning and management</i>
<i>Adapting to new situations</i>	<i>Respect for difference and multiculturalism</i>
<i>Decision-making</i>	<i>Respect for the natural environment</i>
<i>Working independently</i>	<i>Showing social, professional and ethical responsibility and sensitivity to gender issues</i>
<i>Team work</i>	<i>Criticism and self-criticism</i>
<i>Working in an international environment</i>	<i>Production of free, creative and inductive thinking</i>
<i>Working in an interdisciplinary environment</i>	<i>.....</i>
<i>Production of new research ideas</i>	<i>Others...</i>
	<i>.....</i>

Searching for, analysing and synthesising data and information using the necessary technologies
 Adapting to new situations
 Decision-making
 Working independently
 Teamwork
 Project planning and management
 Respect for diversity and multiculturalism
 Critical thinking
 Promotion of free, creative and inductive thinking

(3) SYLLABUS

Basic principles of 3D graphics and animation. Familiarization with the basic working environment, software installation, and demonstration of basic tools. Movement, objects, rendering, material colors, lighting.

- Creating an environment—creating objects, using object editing tools (Bevel, Knife, Loop cuts), utilizing modifiers
- Creating polygonal models. Tracing images, creating trunks, head edges. Creating an environment, trees, lights, colors.
- UV mapping techniques. Introduction to UV mapping, basic principles, object creation
- Animation basics, animation principles, frames.
- Animation, rigging, recording, graph editor, bones
- Bones basics
- Animation rigging, recording, graph editor, bones, walk cycle
- Animation, bones, walking
- Low poly character
- Animation Principles
- Character creation, sculpting cartoon heads

(4)

(5) TEACHING and LEARNING METHODS - EVALUATION

DELIVERY <i>Face-to-face, Distance learning, etc.</i>	Face-to-face,																								
USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY <i>Use of ICT in teaching, laboratory education, communication with students</i>	Use of ICT in Teaching, Use of ICT in Teaching, Laboratory Education and Communication with Students																								
TEACHING METHODS <i>The manner and methods of teaching are described in detail.</i> <i>Lectures, seminars, laboratory practice, fieldwork, study and analysis of bibliography, tutorials, placements, clinical practice, art workshop, interactive teaching, educational visits, project, essay writing, artistic creativity, etc.</i> <i>The student's study hours for each learning activity are given as well as the hours of non-directed study according to the principles of the ECTS</i>	<table border="1"> <thead> <tr> <th>Activity</th><th>Semester workload</th></tr> </thead> <tbody> <tr> <td>Lectures - Laboratory Exercises</td><td>8</td></tr> <tr> <td>Artistic workshop</td><td>22</td></tr> <tr> <td>Practical exercises applying methodologies and analysis of case studies in small groups</td><td>9</td></tr> <tr> <td>Independent study, project creation</td><td>36</td></tr> <tr> <td></td><td></td></tr> <tr> <td></td><td></td></tr> <tr> <td></td><td></td></tr> <tr> <td></td><td></td></tr> <tr> <td></td><td></td></tr> <tr> <td></td><td></td></tr> <tr> <td>Course Total</td><td>50</td></tr> </tbody> </table>	Activity	Semester workload	Lectures - Laboratory Exercises	8	Artistic workshop	22	Practical exercises applying methodologies and analysis of case studies in small groups	9	Independent study, project creation	36													Course Total	50
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STUDENT PERFORMANCE EVALUATION <i>Description of the evaluation procedure</i> <i>Language of evaluation, methods of evaluation, summative or conclusive, multiple choice questionnaires, short-answer questions, open-ended questions, problem solving, written work, essay/report, oral examination, public presentation, laboratory work, clinical examination of patient, art interpretation, other</i> <i>Specifically-defined evaluation criteria are given, and if and where they are accessible to students.</i>	1. Student performance is assessed after a comprehensive evaluation of the following: 1. Laboratory performance, which consists of oral participation and contribution to the course, student interest and awareness during the course, regular attendance (40%). 2. Project completion Assessment of personal effort through a project that the student is required to complete within the specified time frame. The application of what has been taught and further individual exploration of the subject are assessed through a public presentation (60%). A formative assessment is carried out in the middle of the semester.																								

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(6) ATTACHED BIBLIOGRAPHY

- Beane, A. (2012). 3D animation essentials. John Wiley & Sons.
- Blair, P. (1949). Advanced animation. ⁷⁸ ₅
- Mayer, R. E., & Moreno, R. (2002). Animation as an aid to multimedia learning. Educational Psychology Review, 14(1), 87–991
- Petrovic, M. (2015). Manga Crash Course: Drawing Manga Characters and Scenes from Start to Finish. Penguin.
- Wells, P. (2006). The fundamentals of animation. Ava Publishing.
- Wells, P. (2013). Understanding animation. Routledge.
- Whitaker, H., & Halas, J. (2013). Timing for animation. Routledge.
- Williams, R. (2012). The animators survival kit: a manual of methods, principles and formulas for classical, computer, games, stop motion and internet animators. Macmillan.