

Course Description Form

1. Course Name: Animation	
2. Course Code: CSMM 3110	
3. Semester / Year: First 2024-2025	
4. Description Preparation Date: 10/9/2024	
5. Available Attendance Forms: Attended lectures	
6. Number of Credit Hours (Total) / Number of Units (Total)	
30 Theoretical Hours/ 2 units	
7. Course administrator's name (mention all, if more than one name)	
Name: Assist.Prof. Dr. Nuha Jameel Ibrahim Email: Nuha.j.ibrahim@uotechnology.edu.iq	
8. Course Objectives	
Course Objectives	1.Learn the basic concepts of Design for Mot storytelling, photography and cinematography. 2. developing the graphic and animation design skills 3. Understand Style frames, Design boards
9. Teaching and Learning Strategies	
Strategy	Knowledge and Understanding A1:-knowledge of the manipulation of in order to create moving images.” Motion graphics are “pieces of digital footage or animation which create the illusion of motion or rotation”. A2:-Ability to understand the graphic design algorithms A3: Define, create the style frames and design boards. Subject-specific skills B1:-The student knew the techniques for editing and processing of image B2:- The student is able to design graphics , motion for any project. B3:-The student is able to apply various algorithms and techniques for design graphics.

10. Course Structure					
Week	Hours	Required Learning Outcome	Unit or subject name	Learning method	Evaluation method
1.	2 Theoretical	1,4,5,6	Introduction of Animation, types of animation, principles of animation, Stages of creating an animation.	<ul style="list-style-type: none"> • Google meet • Electronic lectures 	Attendees Discussions Example Assignment
2.	2 Theoretical	1,4,5,6	Motion and Graphic, Art and Design, Graphic to Motion	<ul style="list-style-type: none"> • Class lectures • Electronic lectures 	Attendees Discussions Assignment
3.	2 Theoretical	1,3,5,6	Contrast Creates Tension. Varying Compositions, Design-Driven Production	<ul style="list-style-type: none"> • Class lectures • Electronic lectures 	Attendees Discussions Examples Assignment
4.	2 Theoretical	1,3,5,7	Design for motion, Building on Traditions, Graphic Design, Illustration, Sequential Art, Photography, Advertising	<ul style="list-style-type: none"> • Class lectures • Electronic lectures 	Attendees Discussions Assignment Quizzes
5.	2 Theoretical	1,3,5,7	Creative Writing, Animation, Visual Effects, Editing, Film, Interactive Design and User Experience	<ul style="list-style-type: none"> • Class lectures • Electronic lectures 	Attendees Discussions Assignments
6.	2 Theoretical	1,2, 3,6,7	Style frames	<ul style="list-style-type: none"> • Class lectures • Electronic lectures 	Attendees Discussions Examples
7.	2 Theoretical	1,2, 3,6,7	Design boards	<ul style="list-style-type: none"> • Class lectures • Electronic lectures 	Attendees Discussions Assignments
8.	2 Theoretical	1,2, 3,6,7	Developing Concepts, Creative Briefs, Types of Creative Briefs, The Form of a Creative Brief, The Needs of a Creative Brief, What is Concept development, Questions and answers, Development	<ul style="list-style-type: none"> • Class lectures • Electronic lectures 	Attendees Discussions

9.	2 Theoretical	1,2, 3,6,7	Process to outcome	<ul style="list-style-type: none"> • Class lectures • Electronic lectures 	Attendees Discussions
10.	2 Theoretical	1,2, 3,4,6,7	The inner eye, The internal editor, Free Writing, Looking Inward , Looking Inward, Free Writing and the internal editor, Words are Powerful, How to Make a Word List	<ul style="list-style-type: none"> • Class lectures • Electronic lectures 	Attendees Discussions Example
11.	2 Theoretical	1,2, 7	Mind Maps, Using Contrast a Tension, DOs & DON'Ts list Creative Borders, Be Engag in the Process, Tipping Points	<ul style="list-style-type: none"> • Class lectures • Electronic lectures 	Attendees Discussions
12.	2 Theoretical	1,2,7	The outer eye, Mood Boards , Internal and External, How Make a Mood Board, Narrative Structure, The Shape of Storie Scripts,	<ul style="list-style-type: none"> • Class lectures • Electronic lectures 	Attendees Discussions Oral questions
13.	2 Theoretical	1,2,7	Image making: Image Making and Design for Motion Composition, Positive Space and Negative Space, Symmetric and Asymmetry Motion, The range of intensity from light to dark,Value a color	<ul style="list-style-type: none"> • Class lectures • Electronic lectures 	Attendees Discussions Assignments
14.	2 Theoretical	1,6	Contrast For Image-Making , Color, Depth, Depth of Field Perspective, Atmospheric Perspective, Color perspective	<ul style="list-style-type: none"> • Class lectures • Electronic lectures 	Attendees Discussions
15.			Mid Exam		
16.			Final Exam First_ Course		
11. Course Evaluation					
<ul style="list-style-type: none"> • Homeworks • Daily exams • Oral exams • Semester exams • Attendees • Active participation (discussion) in the lecture 					
12. Learning and Teaching Resources					

Required textbooks (curricular books, if any)	
Main references (sources)	2D Animation, Introduction to 2D Animation, © 2018 by the Commonwealth of Learning and Odisha State Open University
Recommended books and references (scientific journals, reports...)	Design for motion fundamentals techniques of motion design, Austin Shaw, copyright Material, 2016.
Electronic References, Websites	