

ANIMATION COURSE MODULES

Create new worlds and ignite your imagination with the Diploma in Animation (ANI). Bring animated characters to life with flawless art, design, storytelling and character performance. A comprehensive practice-oriented course, ANI is designed to take you through the entire process of animation production, from conceptualization to post-production.

In your first year, you will acquire a firm foundation in animation, covering modules such as Principles of Animation and Fundamentals for Creative Professionals. You will also learn the basics of storytelling, scriptwriting, storyboarding and drawing.

In your second year, you may choose to major in one of the following specialisations:

3D Arts

Acquire skills that will enable you to become a professional 3D modeler or character rigger, texture or lighting artist in the digital entertainment industry.

Character Animation

Develop pre-production and production skills in design, storyboarding, 2D and 3D character animation.

In your final year, deepen your skills with modules such as 3D Animation Production and Digital Cinematography. Apply these skills to develop a full-fledged animation project as part of your graduation portfolio.

LEVEL 1.1

Design Principles

This module aims to develop the abilities of the students in the design principle and fundamental elements and processes of organising, displaying, and communicating ideas and information creatively to the minds of the intended audience through two-dimensional form, three-dimensional form, colour structure, and composition.

Drawing Foundation

This module trains students to develop the skills needed to visualise and create ideas for digital and interactive projects. Students will be exposed to various training and basic drawing techniques that will hone their ability to visualise ideas. Rudimentary exposure to digital tools will occur at the later part of this module in order to solidify the relevance of traditional skills in digital tools.

Fundamentals for Creative Professionals I

This module provides a broad introduction to the field of IDM by exploring the roles, professional practice, ethical expectations and career development paths of IDM professionals. Through a guided inculcation of interpersonal and team work skills with strong team bonding spirit, the module aims to deepen students' commitment to the sector that the course prepares them for. In addition, students will be required to begin charting their career path in the IDM industry by considering crucial aspects such as personal preferences and aptitude, job roles and responsibilities, skills needed and further education.

History of Film & Animation

This module surveys the development of film and animation over the past century. Students explore the evolution of the medium and how technology, economics, artistic trends, individual artists and national cultures have affected its development.

Principles of Animation

This module introduces the language and principles of classical animation through analysis and decomposition of movement frame-by-frame. Students will explore the importance of effective timing and spacing, and how their manipulation can affect the feel of an action.

Storytelling, Scriptwriting & Storyboarding

This module aims to induct students into the world of storytelling, and the industry practice of scripting and storyboarding visual communication prior to going into production stage. Students will explore new story creation through the generation of story ideas, characters, story imagery and script.

LEVEL 1.2

Applied Design

This module aims to develop students' ability to perceive, design and construct objects in three-dimensional space. Additionally, students will be trained to interpret and translate two-dimensional form into three-dimensional volume, mass, space, and structure. It introduces the basic elements, principles, materials and methodologies of three-dimensional design. Working with both physical medium and digital tools, students will be trained in the use of materials, physical components, application of digital design and visualisation tools, and communicate their ideas and solutions through physical mock-ups and prototyping.

Figure Drawing & Anatomy

This module covers basic fundamentals in drawing and understanding of the human form. Students will learn how to draw the human form with life models and develop their artistic skills through understanding the anatomical structure of the human body and how these anatomical elements function to create movement, attitudes and poses from head to toe. Emphasis of this module will be on the artistic application of this knowledge for artists and animators.

Principles of Body Mechanics

This module further develops students' classical animation skills on various biped/human characters. It continues to develop students' understanding of the concepts of motion and body mechanics, and aims to develop students' ability to create convincing movement, expression of mood, thought, attitude, and personality in the characters with a goal to bring the characters to life.

Sketching & Rendering

This module builds upon knowledge and skills gained in Drawing Foundation. Students are introduced to permanent mediums like ink, markers and various techniques. These mediums are required in the production of both observational and ideation works while simultaneously, strengthening confidence in visualising ideas. In the second term, students are required to apply their knowledge and skills gained in the first term into digital works. Basic digital techniques and workflow used in the industry will be introduced at this stage.

Storyboarding

This module explores the pre-production skills of storyboard art. It introduces the concepts of storyboard drawings, which map out camera angles, continuity, and lighting. Students learn about the basics of film grammar through the analysis of scripts, character, and set design, and translate these through drawings to create story flow, character development, mood, time, and place. Students will create both production and presentation storyboards.

COURSE CURRICULUM

| Module Name | Credit Units |
|---|--------------|
| YEAR 1 | |
| Level 1.1 (27 hours per week) | |
| Design Principles | 4 |
| Drawing Foundation | 4 |
| Fundamentals for Creative Professionals I | 3 |
| History of Film & Animation | 4 |
| Principles of Animation | 4 |
| Storytelling, Scriptwriting & Storyboarding | 4 |
| Innovation Made Possible ^ | 3 |

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| Sports & Wellness ^ | 2 |
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Level 1.2 (24 hours per week)

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|------------------------------|---|
| Applied Design | 4 |
| Figure Drawing & Anatomy | 4 |
| Principles of Body Mechanics | 4 |
| Sketching & Rendering | 4 |
| Storyboarding 4 | 4 |
| Communication Essentials^ | 3 |

Notes:

^ For more details on Interdisciplinary Studies (IS) electives, please log on to www.np.edu.sg/is/

IS Modules

The School of Interdisciplinary Studies (IS) delivers a broad-based curriculum, which nurtures a new generation of professionals with multidisciplinary skills and an innovative and entrepreneurial spirit to meet the challenges of a knowledge economy. IS offers both prescribed modules and electives to challenge boundaries. Prescribed modules develop students' competencies in core areas such as Communication, Innovation and Enterprise, Culture and Communication, and Personal Mastery and Development, while elective modules provide insights into Arts and Humanities, Business, Design, and Science and Technology.

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