

Course Title: **Introduction to Drawing, Motion and Animation**

Course Code: **ARDN540**

Descriptor Start Date: **01/01/2023**

POINTS: **15.00**

LEVEL: **5**

PREREQUISITE/S: **None**

COREQUISITE/S: **None**

RESTRICTION/S: **None**

LEARNING HOURS

Hours may include lectures, tutorials, online forums, laboratories. Refer to your timetable and course information in Canvas for detailed information.

Total learning hours: 150

PRESCRIPTOR

Practice-based exploration of the fundamental principles of drawing, motion and animation. Exploration of drawing as a generative mode for ideation, form and mark-making.

LEARNING OUTCOMES

1. Explore a range of animated drawing concepts, ideas and their practical application.
2. Engage with analytical and critical methods to evaluate and synthesise practice.
3. Contribute to a community of practice, founded on the principles and practices of mātauranga Māori, of manaakitanga (care), motuhaketanga (self-determination) and kōrero pono (speaking truthfully).
4. Experiment with a range of appropriate technologies or processes for the Animated Drawing minor.

CONTENT

Students are introduced drawing beyond the singular image and will explore the practice of pre-cinema animated drawing, its history and aesthetics. Content will focus on concepts of drawing relating to form, volume and space, and progresses into the study of anatomy and life drawings.

LEARNING & TEACHING STRATEGIES

Disclaimer: Course descriptors may be amended between teaching periods/semesters

The pedagogical approach will emphasise student-centred learning through a blended work environment. There will be a variable mix of individual and group meetings, workshops, seminars, tutorials, presentations, guest critics and the use of the Learning Management System.

ASSESSMENT PLAN

| Assessment Event | Weighting % | Learning Outcomes |
|--------------------------|-------------|-------------------|
| Formative Assessment | 0.00 | 1 - 4 |
| Animated Drawing Project | 100.00 | 1 - 4 |

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|------------------|-------------------------------|
| Grade Map | MAP1 |
| | A+ A A- Pass with Distinction |
| | B+ B B- Pass with Merit |
| | C+ C C- Pass |
| | D Fail |

Overall requirement/s to pass the course:

To gain a pass in this course, a student needs to submit work for all summative assessments and obtain at least a 50% passing grade overall.

LEARNING RESOURCES

No prescribed text. Recommended reading lists will be supplied.

For further information, contact: Te Ara Auaha - Faculty of Design & Creative Technologies

Principal Programme: AK3619, Te Tohu Paetahi mō te Hoahoa - Bachelor of Design

Related Programme/s: AK3352

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