

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

<b>Grade Map</b>	<b>MAP1</b> A+ A A- Pass with Distinction B+ B B- Pass with Merit C+ C C- Pass D Fail
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### 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, Bachelor of Design Te Tohu Paetahi mō te Hoahoa

**Related Programme/s:** AK3352

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