

FLM252 Animated Film: Meaning and Uses

Level: 2

Credit Units: 5 Credit Units

Language: ENGLISH

Presentation Pattern: EVERY JAN

Synopsis:

Animated Film: Meaning and Uses studies the use of animation in film, from hand-drawn cartoons to digital animation, stopmotion, Claymation, and Manga. The course looks at the creative and technological innovations in animation that have greatly expanded the creative possibilities for storytelling. However, while this course will give attention to the technical aspects of animation, the emphasis will be on the ways in which animated film evokes responses in audiences through the use of film style and narrative elements that convey the story. Students will be required to view and analyse representative animated films.

Topics:

- Types of Animation, Studio Practices, and Alternative Animation
- Form and Content in Animation: Mise-en-Scene, Sound, Structural Design
- Disney, Full Animation, Limited Animation, and Anime
- 3-D Animation: Clay, Puppet, and Computer Animation
- Institutional Regulators and Animation Audiences
- Animation: From Representation to Abstraction

Textbooks:

Maureen Furniss.: Art in Motion: Animation Aesthetics. 2 John Libbey.
ISBN-13: 9780861966

Learning Outcome:

- Show knowledge of the different styles of animation and their capabilities and limitations.
- Examine the impact of major innovations in animation.
- Analyse the film style and film narrative in animated films of different types.
- Use close reading skills to assess the ways in which animated films create emotional responses in their viewers.
- Respond critically to animation used for different purposes and target audiences.
- Comment on the factors that affect the animation industry and its practices.

Assessment Strategies (Evening Class):

Components	Description	Weightage Allocation (%)
Overall Continuous Assessment	TUTOR-MARKED ASSIGNMENT 1	25
	TUTOR-MARKED ASSIGNMENT 2	25
Overall Examinable Components	ECA	50
Total		100