BACHELOR OF
2D ANIMATION
SUBJECT LIST

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Student Work: Kelvin Ntukula (Front Cover)

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YEAR 1

TRIMESTER 1 — SUBJECTS

Creative Drawing Lab
(AMA1002)
Industry Production Subject

This practical subject introduces the primary skills required to create drawings for animation. It will focus on exploring a variety of theories, styles, elements and practices of drawing and applying them to different genres, themes and mediums. During the subject, the principles of animation will be covered, as well as the sequencing of art for telling a story. Additionally, students will develop key professional skills like responding to feedback, iterative design, reflection and concept communication.

Screen Evolution
(MDA1014)
Foundational Theory

In this subject, students will be introduced to film and digital language through an exploration of the fundamental themes, concepts and principles that apply to film and animation. During the subject, students focus on film history, genre, style, mood and context, and will also learn about foundational animation techniques, like stop motion and illustration with movement. Additionally, reflection and research skills will be developed, as well as the impact of technology on the moving image.
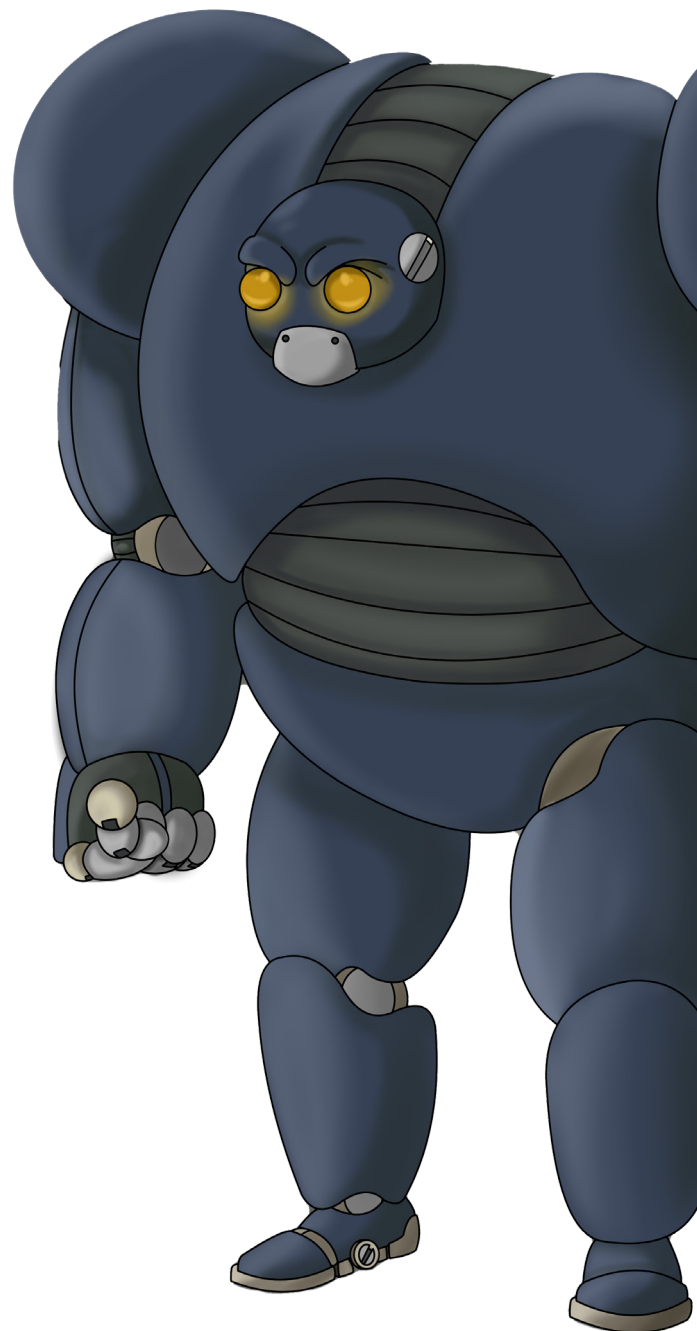
Visual Storytelling
(MDA1011)
Key Knowledge/Skill Building

In this subject students will apply visual storytelling design and composition methods such as script writing, drawing, storyboard, animatic and camera composition conventions to visualise and prepare stories for production. Scene structures and character development will be introduced and application of planning principles to several forms of media such as animation and film will be considered. This subject will assist students to develop organisational and creative skills while utilising presentation techniques and responding to feedback.

Student Work: William Partridge, AIT Graduate

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TRIMESTER 2 — SUBJECTS

Concept Design
(AMA1020)
Key Knowledge/Skill Building

In this subject, students will develop the skills involved in the creation of characters and environments for animation worlds. The backgrounds and objects that provide the setting for animated action require careful artistic treatment and have a significant influence on the look and feel of animated films. Character design also requires specific skills in creating expression, implying the history and culture of characters and suggesting traits and attributes. Students will design and refine environments and characters, costumes and props as they explore the finer details of animated worlds. This subject will also develop skills related to creative thinking, professional communication, research, plot analysis and the ability to communicate stories through concepts.

2D Animation Mechanics
(AMA1012)
Key Knowledge/Skill Building

In this subject students will acquire the skills for creating both simple and sophisticated animations. The principles of animation will be examined in greater detail, and the methods used to develop animation through keyframing, tweening and frame-by-frame animation will be used in the creation of short animations. Animation development software will be implemented and students will encounter animation on paths, walk cycles and sound for animation. Additional skills covered will include responding to a brief, integration of processes into the production cycle, and advanced time management. The 2D animation process requires animators to continually seek feedback and adapt and refine their work in response, which will be applied over the duration of this subject.

Screenwriting
(MDA1015)
Key Knowledge/Skill Building

This subject provides an introduction to script and screenwriting for film and animation. During the subject, students will explore the theories and principles of narrative construction and expand the ability to produce sequential art, develop characters, subtext, scenes and screenplays. There will be a focus on plot development, creative writing and visual illustration, as well as how to apply film language in the creation of mood, tension, pacing and drama. Additionally, students will learn how to seek feedback, reflect and adapt during the screenwriting process.

TRIMESTER 3 — SUBJECTS

Performance Animation Lab
(AMA1102)
Industry Production Subject

Animation requires an understanding of acting technique for the effective application of gesture, posture, facial expressions and voice intonation. This subject introduces performance concepts and provides guidance in applying acting techniques to animated characters. Students will research and analyse animated characters in terms of movement, unique characteristics, vocal and visual style. They will study advanced 2D character design and develop a character through the production cycle to completion. This will include advanced storyboard and animatic production. The character will be developed according to a series of briefs, requiring students to respond with variations of style and genre, and modifications in response to peer and professional feedback. Mood, environment and context will also be considered when developing the character design. The subject will also involve aspects of planning, professional communication, problem-solving, conflict resolution and self-reflection.

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TRIMESTER 4 — SUBJECTS

Sound Design
(MDA2010)
Advanced Knowledge/Skill Building

In this subject students will be introduced to the creative and technical aspects of sound in digital media. Students will record sound, process sounds, and implement a variety of sounds in a range of contexts. Students will learn to apply sound design principles which enhance and compliment communication, meaning and emotion in their works. The skills developed in this subject can be applied to film, animation or games and will enable students to create dynamic and engaging soundtracks in a variety of genres. Content will include sound editing tools, techniques, selection of appropriate musical scores, location recording procedures, sound processing and noise reduction, compression and reverberation, and sound production workflow. Students will be required to reflect on their work and make improvements in response to feedback. Teamwork and time management, copyright and legal considerations and critical listening skills will be included.

Motion Design
(MDA2020)
Advanced Knowledge/Skill Building

Motion design, or motion graphics, is an ever increasing presence in online communication, and this subject will provide students with the tools and techniques to design and construct effective motion graphic communications. Students will deconstruct logos, build 2D objects and characters, and animate them using industry standard software. Graphic design principles and typography design concepts will be explored and applied to text motion, motion tracking and frame composition. Students will experience the design of title sequences and their place in the production process. They will also follow briefs, and develop skills such as creative thinking and problem solving, professional communication and digital asset management.

2D Rigging
(AMA1022)
Advanced Knowledge/Skill Building

In this subject students will learn how to apply bones to 2D animated characters, enabling the use of skeletal pivot points to manipulate the movement of limbs and body movements. Students will be familiarised with the history and context of rigging, providing a solid foundation in their context and application. This will assist animators to create consistent patterns of movement and will save time on individual frame illustrations. Characters will be designed, built and rigged, and the use of pre-built character rigs will be explained, with this knowledge enabling students to apply existing rigs to their unique character designs. The limitations and range of applications for 2D rigs will be considered and students will experience a variety of 2D character rigging practical activities. This subject will include responding to briefs, iterative development in response to feedback, research and critique of different forms, presentation skills and professional communication.

TRIMESTER 5 — SUBJECTS

Animation FX
(AMA2014)
Advanced Knowledge/Skill Building

In Animation FX students will encounter the world of realistic visual effects for 2D animation. The subject will assist students to create liquid movement effects such as splashes, ripples, puddles, bubbles and mud, and also to illustrate smoke, dust, sparkles and fire. It will develop skills in tone, shadow and highlight which will allow for the design of content such as explosions, electrical energy and other complex visual forms. Students will respond to a brief, modify work in response to feedback, utilise time management, project management and presentation skills as they create and exhibit advanced 2D animated effects.

Animation Layouts
(AMA2012)
Advanced Knowledge/Skill Building

In this subject the art of background design will be developed as students learn about scene planning, 2D layout and backgrounds. Students will be expected to create backgrounds in response to narrative guidelines and storyboards, and demonstrate awareness of artistic style, film and animation genres and a variety of illustration techniques. Skills such as storyboarding, simulated cinematography, scene planning, layout techniques, plot development and iterative design will be progressed, and an understanding of production pipelines, problem-solving and project management will be included.

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TRIMESTER 5 — SUBJECTS (contin'd)

Culture and Creativity
(MDA2029)
Analysis/Reflection Theory

The interface between creative arts and culture will be examined in this subject, as theories of genre, communication, cultural reference and semiotics are applied to a selection of prominent examples taken from historical and contemporary sources. Students will encounter the theoretical underpinning of creative arts practice and will critique works by evaluating their contents through the lens of a range of theoretical perspectives. Social, political and ideological considerations will be discussed and applied to case studies of creative arts in a variety of forms including film, animation, games and social media. Students will research and analyse audience behaviours and demographics, explore examples of significant directors, designers and artists, providing critique of their work and drawing comparisons to other artists and movements. Academic writing skills will be developed as students engage in meaningful discussion of contemporary art and media as it applies to culture and creativity, and conversely, the effects of culture on creative media. They will research matters that are of importance to their ethical perspective and artistic preferences. They will use critical thinking skills to present, debate and argue positions regarding social analysis and ideology.

TRIMESTER 6 — SUBJECTS

Creature Animation Lab
(AMA2202)
Industry Production Subject

This subject will involve the design and animation of creatures. It will explore the unique requirements of animation techniques for various animal motions. Content will include analysis and practical application of animal animation techniques (e.g. animating four-legged animals, birds, sea animals, and snakes). Students will collaborate and adapt as they research, review and design creatures together. Students will create a small piece of animation taking into consideration shot framing, composition and timing, and final assembly. They will develop creative thinking, interpersonal skills, and conflict resolution, they will reflect on their own work and respond to feedback.

Student Work: Kelvin Ntukula

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TRIMESTER 7 — SUBJECTS

Professional Freelancing
(MDA3011)
Business Management Theory

Freelancing has become one of the major forms of employment in the areas of media and games. This subject will provide valuable information on how to manage as an independent entrepreneur in the creative industries.
The focus will be on legal requirements, finance and monetisation, types of business models, documentation and admin, budgeting, pitching and promotional skills. Examples of successful freelance artists will be examined, and students will research industry and analyse their findings to identify likely areas of opportunity within their field. They will learn about networking, professional communication, planning and presentation skills.

Emerging Insights
(MDA3010)
Deep Knowledge/Skill Building

In this subject students will immerse themselves in the future of the creative media industry. They will research and report on new and emerging technologies, their potential applications and benefits, and will provide an overview of their capacity to change the nature of the media or games industries. They will investigate contemporary theories and processes and consider how they may shape the next generation. Students will also trial new and current technologies to arrive at findings on how they could be implemented to produce media, or modify working practices. This subject will also involve market analysis to predict trends and directions in the marketplace, which will assist students in planning their future creative and career directions in media and games. Their research will include hands on experience of technologies to explore their potential uses in the context of games, film and animation. Students will analyse and evaluate the feasibility and costs associated with the use of these technologies. They will develop skills required to maintain knowledge currency, through experimentation, analysis, industry networking, professional communication, presentation and reporting.

Student Work: Insectum Noctis, Claire Lloyd, AIT Graduate

Animation Production Lab
(AMA3302)
Industry Production Subject

In the Animation Production Lab, students will follow a full production cycle to create a complex 2D animation. This will include script writing, character, environment and sound design, storyboard art, animatic, and final animation illustration, editing and output. Students will respond to a brief and plan the animation using industry standard production management documentation and file management procedures. They will be required to accept feedback and make iterative modifications to their work, and finally to present and discuss their work with an audience.

TRIMESTER 8 — SUBJECTS

Forge 1
(PRO3001)
Industry Production Subject

Forge 1 is part one of a subject that runs across two terms, where students will learn to operate in a professional team, under workplace-like pressure, applying their knowledge, skills and aptitudes to complete a project to contemporary industry standards. In Forge 1, the focus will be on researching client needs and preparing a range of pre-production material required for the development of an industry project.
Planning and project management skills will be sharpened, and pre-visualisation of narrative content will be developed to deliver comprehensive planning materials for a substantial production that will be completed in Forge 2 in the final term of study.

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TRIMESTER 8 — SUBJECTS (contin'd)

The Professional Internship Program
(PRO3005)
Elective

The Professional Internship Program aligns students with professional industry organisations where they will work to develop relevant skills oriented to their chosen careers. The elective program aims to enhance the contextual capabilities, skills and knowledge students have developed throughout their course. It will provide an opportunity for students to apply what they know, be mentored, receive feedback and seek opportunities for development in a real-world setting, as well as be exposed to emerging trends and technology that impact their industry. This program can only be undertaken in the final term of the associated qualification. Prior to commencement of the internship, AIT will determine a suitable placement company based on the student's individual needs, to ensure their supervision, safety and wellbeing are adequate.

Professional Project
(PRO3004)
Elective

This is an elective subject which does not require students to attend class. While support and feedback will be provided, this subject is undertaken off campus and requires students to work with minimal academic interaction. It may be completed independently or in collaboration with peers. In this subject, students complete an industry project of their choosing, related to their area of study. The project will be conceived and developed for a relevant contextual setting, and be presented as a proposal of a specific task, or solution to a problem or opportunity faced by an organisation or industry. The subject is an opportunity for students to develop and demonstrate self-regulated, independent research and study skills, time and project management and professional communication.

Industry Launchpad
(PRO3003)
Deep Knowledge/Skill Building

This subject helps students search for and prepare themselves for employment. It provides guidelines for how to prepare effective resources for enhancing their prospects in finding employment. Students will be introduced to interview techniques and personal branding through the development of a professional internet and social media presence. They will also learn how to produce effective presentations of their high-quality work, targeted at employers.
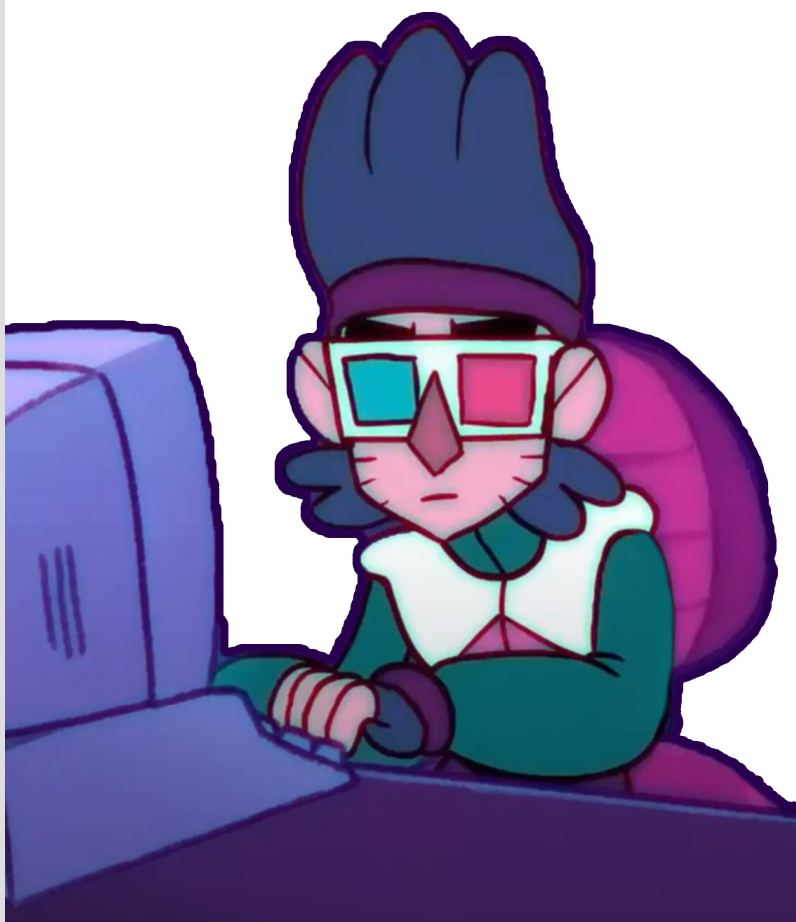
Student Film: Hacky Jack, by Joel Surdich

TRIMESTER 9 — SUBJECTS

Forge 2
(PRO3002)
Industry Production Subject

Forge 2 is part two of a subject that runs across two terms, where students will learn to operate in a professional team, under workplace-like pressure, applying their knowledge, skills and attitudes to complete a project to contemporary industry standards. During Forge 2, students will focus on developing an industry project, based on the pre-production elements that were completed during the Forge 1 subject. The production, to be completed in teams, will be developed in a double subject and presented to industry representatives at the completion of the project. A key aim of the subject is to develop the student's speed and efficiency in a collaborative work environment. The process of brief, plan, execute, present and reflect will help students become accustomed to project-based work. The subject also challenges students to innovate, to learn from both success and failure, to "know themselves", and to learn how to work with others. Students will be mentored, critiqued and assessed during this process, with industry experts providing feedback on project outcomes.

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ACADEMIC CALENDAR

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Student Work: Malin Sandberg

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