MODULE/COURSE HANDBOOK

Animation					
Module/ Course Title Animation	**Student Workload** 3 Credits x 16 meetings x 170 / 60 = 136 hours/ Semester	**Credits (ECTS)** 3 Credits x 1.59 = 4,77 ECTS	**Semester** 7	**Frequency** 16 meetings (include Mid-term Exam and Final Exam)	**Duration** 16 meetings
1	**Type of course** ● Experience ● Lecture-Lab ● Studio	**Practice Lecture** 28,55 x (3 Credits x 1.59) = 136,18 hours/Semester			**Class size** 30 students
2	**Prequisites for participation (if applicable)**				
3	Learning outcomes (PLO+CLO) PLO-4 Able to develop oneself sustainably and eager to collaborate. PLO-9 Capable of designing, implementing, and developing artistic skills to produce innovative works, media, and learning resources for educational and entrepreneurial purposes. CLO-1 Students are able to continuously develop themselves in mastering animation techniques and concepts through systematic learning and practice. CLO-2 Students are able to design, develop, and produce high-quality animation works for educational purposes in schools.				
4	**Subject aims/content** This course covers an understanding of the principles of animation, basic techniques for creating animation manually, and two-dimensional (2D) and three-dimensional (3D) animation techniques using computers, with an emphasis on computer animation. Students will learn the fundamentals of animation, such as the principles of motion, timing, and storytelling in animation, and how to apply these concepts in creating animations. The course also includes the creation of manual animations as a foundational understanding for digital animation concepts.				

Other topics include the use of 2D and 3D animation software, such as Adobe Flash and Adobe After Effects, for designing effective animation works for both storytelling and promotional media. Students will be trained to utilize these software tools to create engaging and communicative animations, as well as understand various techniques in digital animation production.

The output of this course expects students to master the basic principles of animation and apply them in both manual and digital animation creation. Students are also expected to be proficient in operating 2D and 3D animation software, particularly Adobe Flash and Adobe After Effects, to produce effective animation works for storytelling or promotional purposes. Additionally, students should be able to design and produce 2D and 3D animated works using practical strategies and present them in an engaging and communicative manner.

5	**Teaching methods** Interactive lecture, **project-based learning**, role plays and simulations Guided instruction, project based learning
6	**Assessment methods** Project assessment(Design), portfolios of students work, presentation
7	**This module is used in the following study program/s as well** Undergraduate program
8	**Module Coordinator** Ika Anggun Camelia, S.Pd., M.Pd. Aqim Amral Hukmi, S.Pd., M.Pd.
9	**Reference** Major 1. Gumelar, M. S. (2024). *FRAME-BY-FRAME 2D ANIMATION PRINCIPLES*. An1mage. 2. Ramdani, P. (2021). *Media Pembelajaran Animasi* (Vol. 1). Rinda Fauzian. 3. MARDI, S. P., & Ds, M. (2021). *Buku Menggambar Untuk Animasi*. Zifatama Jawara. 4. Putra, R. W., & Thabathaba'is, A. (2022). *Pengantar Dasar Perencanaan dan Pembuatan Film Animasi*. Penerbit Andi. 5. White, T. (2022). *Animation Masterclasses: From Pencils to Pixels: A Complete Course in Animation & Production*. CRC Press. 6. Dobson, N. (2020). *Historical dictionary of animation and cartoons*. Rowman & Littlefield. 7. BUCHAN, S. (2014). Animation, in Theory. In K. Beckman (Ed.), Animating Film Theory (pp. 111–128). Duke University Press. https://doi.org/10.2307/j.ctv11sn1f6.11 8. CHOLODENKO, A. (2014). "First Principles" of Animation. In K. Beckman (Ed.), Animating Film Theory (pp. 98–110). Duke University Press. https://doi.org/10.2307/j.ctv11sn1f6.10 9. FILIPI, D. (2014). Essential Animation. Film Comment, 50(1), 46–47. http://www.jstor.org/stable/43459887 10. Halberstam, J. (2009). Animation. Profession, 44–49. http://www.jstor.org/stable/25595911 11. STEINBERG, M. (2014). Realism in the Animation Media Environment: Animation Theory from

Japan. In K. Beckman (Ed.), Animating Film Theory (pp. 287–300). Duke University Press. https://doi.org/10.2307/j.ctv11sn1f6.20

Minor
1. Agung Gregorius. 2001. Belajar Sendiri Macromedia Dreamweaver 3. Jakarta: PT Elex Media Komputindo.
2. Andi Suciadi, Andreas. 2001. Membuat Animasi dengan Corel R.A.V.E. Jakarta: PT. Elex Media Komputindo.
3. Mortier Shamms. 2002. Flash Weekend Crash Course. Jakarta: PT. Elex Media Komputindo.
4. Wijaya, Didik. 2002. Tip & Trik Macromedia Flash 5,0 dengan Action Script. Jakarta: PT. Elex Media Komputindo.

Link
1. https://www.youtube.com/watch?v=LCZpeS3l_zg
2. https://www.youtube.com/watch?v=uDqjIdI4bF4
3. https://www.youtube.com/watch?v=NZbrdCAsYqU