

Listed below are the elective subjects available from  
Animation & Visual Effects subjects

| AUTUMN               |                                    | SPRING               |                                   |
|----------------------|------------------------------------|----------------------|-----------------------------------|
| <b>MPI104</b>        | INTRODUCTION TO MULTIMEDIA         | <b>MPI110</b>        | MULTIMEDIA AUTHORIZING & CONCEPTS |
| <b>Prerequisite:</b> | Nil                                | <b>Prerequisite:</b> | MPI104                            |
| <b>VFX101</b>        | INTRODUCTION TO ANIMATION          | <b>VFX105</b>        | INTRODUCTION TO 3D GRAPHICS       |
| <b>Prerequisite:</b> | Nil                                | <b>Prerequisite:</b> | Nil                               |
| <b>MPI220</b>        | AUTHORIZING & DESIGNING MULTIMEDIA |                      |                                   |
| <b>Prerequisite:</b> | MPI110                             | <b>N/A</b>           |                                   |

Following are subject outlines giving more detailed information

This subject provides an introduction to the elements and scope of multimedia. It covers underlying concepts, takes an overview of multimedia operations, introduces some of the structures and processes of off-line and online interactive multimedia creation.

### **Objectives**

*Upon successful completion of this subject, students should:*

- Have developed creative and innovative individual approaches to online and offline multimedia
- To engage with current and emergent culture, technologies and applications Understand and have the skills to author basic online and offline multimedia works using industry standard software
- Have a critical awareness of online and offline multimedia practices and cultures.

### **Syllabus**

*The subject will cover the following topics:*

- Overview of multimedia elements: motion, hypertext, interactivity
- Concepts underlying multimedia development
- Multimedia operations, applications and modes
- Contemporary technology and production practice
- Introduction to web site authoring
- Introduction to scripting
- Introduction online and offline multimedia production
- Research in multimedia.

This subject focuses on multimedia authoring principles essential to digital content creation, production and publishing. The subject explores creating and manipulating video, audio and text using digital processes and techniques in a computer desktop environment for on/offline and hybrid multimedia products in informational, artistic, educational and entertainment contexts.

## **Objectives**

*Upon successful completion of this subject, students should:*

- be able to demonstrate multimedia authoring principles
- be able to demonstrate a working knowledge and understanding of the software and hardware used for creating and manipulating video, audio and text for use in multimedia products
- be able to demonstrate and realise ideas for multimedia products utilising digitally created and/or manipulated video, audio and text in informational, artistic, educational and entertainment contexts
- be able to demonstrate an appreciation and critically analyse multimedia products utilising digitally created and/or manipulated video, audio and text in a range of contexts
- be able to demonstrate the capacity to produce work that demonstrates proficiency with digital content creation

## **Syllabus**

*The subject will cover the following topics:*

- Foundation knowledge of principles applying to digital content creation, process and publishing
- Analysis and appreciation of a range of historical and contemporary multimedia works, utilising digital video, audio and text manipulation processes and techniques in a variety of contexts
- Utilising digitally created, processed and manipulated video, audio and text in on/offline and hybrid multimedia products in informational, artistic, educational and entertainment contexts
- Software and hardware used in digital creation, processing and manipulation of video, audio and text for use in multimedia products in a range of contexts

This subject focuses on authoring and designing online/offline and hybrid multimedia and explores the relationships between creative artistic and design processes and the programming concepts structures and languages commonly used in interactive multimedia authoring and design.

### **Objectives**

*Upon successful completion of this subject, students should:*

- be able to demonstrate ideas for authoring and designing multimedia products for informational, artistic, educational or entertainment contexts
- be able to demonstrate a working knowledge and understanding of the software used in online/offline and hybrid interactive multimedia authoring and design

### **Syllabus**

*The subject will cover the following topics:*

- Appreciation and critical analysis of creative artistic and design processes and programming concepts
- Structures in a range of historical and contemporary works in online/offline and hybrid interactive and non-linear multimedia works in a variety of contexts
- Authoring and design principles in informational, artistic, educational and entertainment contexts
- Software used in online/offline and hybrid interactive multimedia authoring and design

**VFX101**      **INTRODUCTION TO ANIMATION**  
**Prerequisite:** Nil

This introductory subject covers the history, theory and practice of animation. The subject will introduce students to the art of the moving image from traditional animation through to modern digital techniques across a diverse range of media.

**Objectives**

*Upon successful completion of this subject, students should:*

- be able to understand the history, theory and practice of traditional and digital animation
- be able to demonstrate a working knowledge of the software and hardware employed in the animation industry
- be able to demonstrate fundamental skills for preproduction, production and postproduction
- be able to demonstrate foundation knowledge in production of animation for diverse applications and mediums
- be able to demonstrate a critical awareness and appreciation of the creative potential of animation in internet, television, movies, graphic design and interactive media

**Syllabus**

*The subject will cover the following topics:*

- History and appreciation of animation
- Fundamentals of animation techniques
- Traditional Animation
- Stop motion, Motion Capture and Rotoscoping
- Computer Graphics in animation
- Animation and interactivity
- Basic Production Pipelines

This subject is designed to give students a fundamental working knowledge and understanding of 3D modelling and rendering in a computer environment. This will allow the student to create simple and complex 3D rendered models which may be used in animations or multimedia, on and/or off line products, or for proto-typing work in another medium

**Objectives** - *Upon successful completion of this subject, students should:*

- be able to demonstrate the theory of 3D computation, modelling and rendering
- be able to demonstrate a working knowledge of the practice of producing 3D images for internet, television, movie or related graphic design
- be able to demonstrate a working knowledge of the software and hardware employed in the 3D industry
- be able to demonstrate an appreciation of the creative potential of 3D based multimedia

**Syllabus** - *The subject will cover the following topics:*

- History, theory and practice of 3D Computer Graphics
- Technical Creativity
- Time and Space
- Modelling
- Deformations
- Character Animation
- Materials and Textures
- Digital Cinematography
- Rendering
- Animation
- Effects
- Interactive 3D