

DES231 Animation Principles, Process and Production

School: School of Business and Creative Industries

2026 Trimester 1

UniSC Sunshine Coast
UniSC Moreton Bay

**BLENDED
LEARNING**

Most of your course is on campus but you may be able to do some components of this course online.

Online

ONLINE

You can do this course without coming onto campus, unless your program has specified a mandatory onsite requirement.

Please go to unisc.edu.au for up to date information on the teaching sessions and campuses where this course is usually offered.

1. What is this course about?

1.1. Description

This course introduces you to the historical development and contemporary possibilities of animation. You will learn practical methods, principles and processes to produce original projects and create believable motion for diverse purposes. The course introduces 2D animation and the transferability of 2D concepts to 3D environments and interactive experiences.

1.2. How will this course be delivered?

ACTIVITY	HOURS	BEGINNING WEEK	FREQUENCY
BLENDED LEARNING			
Learning materials – Asynchronous online learning materials	1hr	Week 1	12 times
Tutorial/Workshop 1 – Scheduled face to face workshops.	2hrs	Week 1	10 times
Seminar – Scheduled face to face seminars.	2hrs	Week 5	2 times
ONLINE			
Learning materials – Interactive online learning activities.	1hr	Week 1	12 times
Tutorial/Workshop 1 – Scheduled online workshops (Recorded).	2hrs	Week 1	10 times
Seminar – Scheduled online seminars (Recorded).	2hrs	Week 5	2 times

1.3. Course Topics

- Introduction to history and theory of Animation
- Animation Methods
- Animation Principles and Techniques
- Narrative Arcs
- Sound Design
- Timing
- Post Production

2. What level is this course?

200 Level (Developing)

Building on and expanding the scope of introductory knowledge and skills, developing breadth or depth and applying knowledge and skills in a new context. May require pre-requisites where discipline specific introductory knowledge or skills is necessary. Normally, undertaken in the second or third full-time year of an undergraduate programs.

3. What is the unit value of this course?

12 units

4. How does this course contribute to my learning?

COURSE LEARNING OUTCOMES	GRADUATE QUALITIES
On successful completion of this course, you should be able to...	Completing these tasks successfully will contribute to you becoming...
1 Create motion tests using contemporary 2D animation workflows.	Creative and critical thinker Empowered
2 Interpret and reflect on design ethics and inclusive design practices to produce socially engaged, agile, relevant and impactful design outcomes	Empowered Ethical
3 Investigate and learn about animation theory and apply gained knowledge to the design and development of animation.	Creative and critical thinker
4 Create fluent motion with demonstrated control over timing and spacing.	Knowledgeable Empowered
5 Apply fundamental principles of animation to create believable motion.	Creative and critical thinker Empowered
6 Apply design methods and creative thinking that respond to the SDGs including SDG 3 (health and well-being), SDG 4 (Education), SDG 11 (Sustainable cities and communities) and SDG 13 (Climate Action)	Ethical Sustainability-focussed

5. Am I eligible to enrol in this course?

Refer to the [UniSC Glossary of terms](#) for definitions of “pre-requisites, co-requisites and anti-requisites”.

5.1. Pre-requisites

Not applicable

5.2. Co-requisites

Not applicable

5.3. Anti-requisites

Not applicable

5.4. Specific assumed prior knowledge and skills (where applicable)

Basic computer skills

5.5. Microcredential Information

Not applicable

6. How am I going to be assessed?

6.1. Grading Scale

Standard Grading (GRD)

High Distinction (HD), Distinction (DN), Credit (CR), Pass (PS), Fail (FL).

6.2. Details of early feedback on progress

Formative feedback will be provided via discussion.

6.3. Assessment tasks

DELIVERY MODE	TASK NO.	ASSESSMENT PRODUCT	INDIVIDUAL OR GROUP	WEIGHTING %	WHAT IS THE DURATION / LENGTH?	WHEN SHOULD I SUBMIT?	WHERE SHOULD I SUBMIT IT?
All	1	Artefact - Creative	Individual	20%	A collection of animation exercises (as specified on Canvas).	Week 4	Online Submission
All	2	Artefact - Creative	Individual	40%	A collection of short animation sequences demonstrating key animation principles.	Week 8	Online Submission
All	3	Artefact - Creative	Individual	40%	10-20 seconds	Week 12	Online Submission

All - Assessment Task 1: The Fundamentals of Motion

GOAL:	Develop a collection of short animation sequence exercises that demonstrate your understanding of the fundamentals of motion in animation.																
PRODUCT:	Artefact - Creative																
AUTHORSHIP STATEMENT:																	
FORMAT:	You will produce a series of short animation exercises exploring the fundamentals of motion. Your submission must include brief video documentation of your creative process, such as screen recordings, rough tests, sketches or production timelines that show how each exercise was developed. Full task details and technical requirements are available in the Assessment 1 folder on Canvas.																
CRITERIA:	<table border="1"> <thead> <tr> <th>No.</th> <th></th> <th>Learning Outcome assessed</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>Application of animation theory</td> <td>3</td> </tr> <tr> <td>2</td> <td>Application of animation workflows</td> <td>1</td> </tr> <tr> <td>3</td> <td>Relevant, creative and appropriate response to the task</td> <td>2</td> </tr> <tr> <td>4</td> <td>Application of the principles of animation to create believable motion.</td> <td>5</td> </tr> </tbody> </table>	No.		Learning Outcome assessed	1	Application of animation theory	3	2	Application of animation workflows	1	3	Relevant, creative and appropriate response to the task	2	4	Application of the principles of animation to create believable motion.	5	
No.		Learning Outcome assessed															
1	Application of animation theory	3															
2	Application of animation workflows	1															
3	Relevant, creative and appropriate response to the task	2															
4	Application of the principles of animation to create believable motion.	5															
GENERIC SKILLS:	Problem solving																

All - Assessment Task 2: The Principles of Animation

GOAL:	Demonstrate your understanding of the principles of animation through a series of short 2D animation sequences.											
PRODUCT:	Artefact - Creative											
AUTHORSHIP STATEMENT:												
FORMAT:	You will produce a collection of animation sequences that demonstrate the principles of animation. Your submission must also include video documentation of your creative process, such as work-in-progress clips, screen recordings, drafts, sketches or annotated breakdowns that show how your animations evolved. Full submission requirements and examples are provided in the Assessment 2 folder on Canvas.											
CRITERIA:	<table border="1"> <thead> <tr> <th>No.</th> <th>Learning Outcome assessed</th> </tr> </thead> <tbody> <tr> <td>1 The animation should be fluid and continuous.</td> <td>1</td> </tr> <tr> <td>2 Relevant, creative and appropriate response to the task</td> <td>2</td> </tr> <tr> <td>3 The application of the animation principles in 2D and 3D.</td> <td>3 5</td> </tr> <tr> <td>4 Appropriate completion of all set exercises.</td> <td>3 4 5</td> </tr> </tbody> </table>	No.	Learning Outcome assessed	1 The animation should be fluid and continuous.	1	2 Relevant, creative and appropriate response to the task	2	3 The application of the animation principles in 2D and 3D.	3 5	4 Appropriate completion of all set exercises.	3 4 5	
No.	Learning Outcome assessed											
1 The animation should be fluid and continuous.	1											
2 Relevant, creative and appropriate response to the task	2											
3 The application of the animation principles in 2D and 3D.	3 5											
4 Appropriate completion of all set exercises.	3 4 5											
GENERIC SKILLS:												

All - Assessment Task 3: Moving Image Project

GOAL:	Create an original 10–20 second animated sequence demonstrating believable motion, creativity, audio integration and consideration of sustainability and SDG themes.													
PRODUCT:	Artefact - Creative													
AUTHORSHIP STATEMENT:														
FORMAT:	You will produce a final animated sequence (10–20 seconds) that demonstrates advanced motion techniques, coherent design style, and integrated audio. Your project should reflect your creative voice and show consideration of environmental and social contexts relevant to the UN Sustainable Development Goals. Your submission must also include video documentation of your creative process, such as rough tests, screen recordings, workflow captures, sketches or production logs, demonstrating your process and creative development across the project. Further details and technical specifications are available in the Assessment 3 folder on Canvas.													
CRITERIA:	<table border="1"> <thead> <tr> <th>No.</th> <th>Learning Outcome assessed</th> </tr> </thead> <tbody> <tr> <td>1 Original and appropriate response to the task that reflects contemporary animation workflows.</td> <td>1</td> </tr> <tr> <td>2 Application of the appropriate motion for the idea and the actions are well motivated.</td> <td>3 4</td> </tr> <tr> <td>3 Creation and design of a coherent and consistent style with a strong aesthetic.</td> <td>1 5</td> </tr> <tr> <td>4 Application of appropriate audio that enhances the animation</td> <td>2</td> </tr> <tr> <td>5 Application of SDGs in design thinking.</td> <td>6</td> </tr> </tbody> </table>	No.	Learning Outcome assessed	1 Original and appropriate response to the task that reflects contemporary animation workflows.	1	2 Application of the appropriate motion for the idea and the actions are well motivated.	3 4	3 Creation and design of a coherent and consistent style with a strong aesthetic.	1 5	4 Application of appropriate audio that enhances the animation	2	5 Application of SDGs in design thinking.	6	
No.	Learning Outcome assessed													
1 Original and appropriate response to the task that reflects contemporary animation workflows.	1													
2 Application of the appropriate motion for the idea and the actions are well motivated.	3 4													
3 Creation and design of a coherent and consistent style with a strong aesthetic.	1 5													
4 Application of appropriate audio that enhances the animation	2													
5 Application of SDGs in design thinking.	6													
GENERIC SKILLS:														

7. Directed study hours

A 12-unit course will have total of 150 learning hours which will include directed study hours (including online if required), self-directed learning and completion of assessable tasks. Student workload is calculated at 12.5 learning hours per one unit.

8. What resources do I need to undertake this course?

Please note: Course information, including specific information of recommended readings, learning activities, resources, weekly readings, etc. are available on the course Canvas site– Please log in as soon as possible.

8.1. Prescribed text(s) or course reader

There are no required/recommended resources for this course.

8.2. Specific requirements

This course requires software or hardware which is provided at UniSC campuses for student use. If you elect to do this course online, you may either; attend a campus at which it is available, discuss alternative open source solutions with your course coordinator that would enable you to demonstrate the learning outcomes, or if you prefer you may acquire this software and / or hardware at your own expense.

9. How are risks managed in this course?

Health and safety risks for this course have been assessed as low. It is your responsibility to review course material, search online, discuss with lecturers and peers and understand the health and safety risks associated with your specific course of study and to familiarise yourself with the University's general health and safety principles by reviewing the [online induction training for students](#), and following the instructions of the University staff.

10. What administrative information is relevant to this course?

10.1. Assessment: Academic Integrity

Academic integrity is the ethical standard of university participation. It ensures that students graduate as a result of proving they are competent in their discipline. This is integral in maintaining the value of academic qualifications. Each industry has expectations and standards of the skills and knowledge within that discipline and these are reflected in assessment.

Academic integrity means that you do not engage in any activity that is considered to be academic fraud; including plagiarism, collusion or outsourcing any part of any assessment item to any other person. You are expected to be honest and ethical by completing all work yourself and indicating in your work which ideas and information were developed by you and which were taken from others. You cannot provide your assessment work to others. You are also expected to provide evidence of wide and critical reading, usually by using appropriate academic references.

In order to minimise incidents of academic fraud, this course may require that some of its assessment tasks, when submitted to Canvas, are electronically checked through Turnitin. This software allows for text comparisons to be made between your submitted assessment item and all other work to which Turnitin has access.

10.2. Assessment: Additional Requirements

Eligibility for Supplementary Assessment

Your eligibility for supplementary assessment in a course is dependent of the following conditions applying:

- (a) The final mark is in the percentage range 47% to 49.4%; and
- (b) The course is graded using the Standard Grading scale

10.3. Assessment: Submission penalties

Late submissions may be penalised up to and including the following maximum percentage of the assessment task's identified value, with weekdays and weekends included in the calculation of days late:

- (a) One day: deduct 5%;
- (b) Two days: deduct 10%;
- (c) Three days: deduct 20%;
- (d) Four days: deduct 40%;
- (e) Five days: deduct 60%;
- (f) Six days: deduct 80%;
- (g) Seven days: A result of zero is awarded for the assessment task.

The following penalties will apply for a late submission for an online examination:

- Less than 15 minutes: No penalty
- From 15 minutes to 30 minutes: 20% penalty
- More than 30 minutes: 100% penalty

10.4. Links to relevant University policy and procedures

For more information on Academic Learning & Teaching categories including:

- Assessment: Courses and Coursework Programs
- Review of Assessment and Final Grades
- Supplementary Assessment
- Central Examinations
- Deferred Examinations
- Student Conduct
- Students with a Disability

For more information, visit <https://www.usc.edu.au/explore/policies-and-procedures#academic-learning-and-teaching>

10.5. Student Charter

UniSC is committed to excellence in teaching, research and engagement in an environment that is inclusive, inspiring, safe and respectful. The [Student Charter](#) sets out what students can expect from the University, and what in turn is expected of students, to achieve these outcomes.

10.6. General Enquiries

For course-specific questions, contact your teaching staff or Course Coordinator.

For other enquiries or to access support, please contact Student Central:

- [UniSC Student Central](#)
- [UniSC Adelaide Student Central](#)