

DES232 Animation and Visualisation

School: School of Business and Creative Industries

2022 | Semester 2

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.

Please go to usc.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

In this course, you will develop your observational skills and understanding of new practices in animation and visualisation. You will learn about the latest tools and technologies and will create original artefacts from immersive visualisation to augmented reality. Your animation skills will be applied across film, live performance, game design or virtual reality in a collaborative project.

1.2. How will this course be delivered?

ACTIVITY	HOURS	BEGINNING WEEK	FREQUENCY
BLENDED LEARNING			
Learning materials – asynchronous learning materials	1hr	Week 1	13 times
Tutorial/Workshop 1 – On campus workshop for 10 weeks	2hrs	Week 1	10 times
Seminar – All cohort seminar	3hrs	Throughout teaching period (refer to Format)	2 times
ONLINE			
Learning materials – asynchronous learning materials	1hr	Week 1	13 times
Tutorial/Workshop 1 – Online (Zoom) workshop for 10 weeks	2hrs	Week 1	10 times
Seminar – All cohort seminar	3hrs	Throughout teaching period (refer to Format)	2 times

1.3. Course Topics

Animation fundamentals
Data visualisation
Augmented reality
Virtual reality
Immersive visualisation
Sound design
Workflow
Project management
Postproduction

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	Critically evaluate and use problem-solving strategies and creativity to address a design challenge	Creative and critical thinker
2	Interpret and reflect on design ethics and inclusive design practices to produce socially engaged, agile, relevant and impactful design outcomes	Empowered Ethical
3	Identify and solve technical problems to improve and/or create believable motion.	Creative and critical thinker Empowered
4	Research visualisation strategies and apply them to create a 3D animation with sounds.	Knowledgeable Engaged
5	Communicate your ideas, thoughts and development processes in an e-portfolio using visual and non-visual artefacts.	Knowledgeable Empowered

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)

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

Students will receive constructive feedback via regular individual consultation during workshops.

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, and Written Piece	Individual	20%	15 second animation	Week 4	Online Submission
All	2	Portfolio	Individual	30%	1200 words, portfolio with 4 creative artefacts and research documentation	Week 11	Online Submission
All	3	Artefact - Creative, and Written Piece	Individual	50%	60-120 seconds, 250-word reflection, supporting documentation.	Week 13	Online Submission

All - Assessment Task 1: Fundamentals of Animation

GOAL:	To demonstrate your knowledge of the fundamental principles of animation.		
PRODUCT:	Artefact - Creative, and Written Piece		
FORMAT:	Using the supplied assets, you will respond to a creative animation challenge.		
CRITERIA:	No.		Learning Outcome assessed
	1	Application of the principles of animation and problem-solving to address a design challenge	1
	2	Critical evaluation and application of creativity	1
	3	Application of technical skills to improve and/or create believable motion.	3
	4	Application of visualisation strategies to create a animation with sound design	4
GENERIC SKILLS:	Applying technologies		

All - Assessment Task 2: Research Portfolio

GOAL:	You will research visualisation strategies and respond to a series of tasks to create an animation and visualisation research portfolio	
PRODUCT:	Portfolio	
FORMAT:	Digital portfolio with text, images and video that demonstrates research strategies and process.	
CRITERIA:	No.	Learning Outcome assessed
	1	Reflection on design ethics and inclusive design practices to produce socially engaged and impactful design outcomes 2
	2	Application of research visualisation strategies 4
	3	Communication of ideas, research and development through the final portfolio using text, images, video and sound 5
	4	Identification and creative response to technical problems to create believable motion 3
GENERIC SKILLS:	Problem solving, Organisation, Applying technologies	

All - Assessment Task 3: Visualisation Project

GOAL:	You will create an original visualisation project suitable for a public exhibition or performance.	
PRODUCT:	Artefact - Creative, and Written Piece	
FORMAT:	Rendered video and audio suitable for large screens, immersive environments (Cave2) or interactive VR/AR. The format of your visualisation project will be negotiated with your tutor during the workshops.	
CRITERIA:	No.	Learning Outcome assessed
	1	Application of problem-solving strategies and creativity to address a design challenge through an original visualisation project 1
	2	Application of design ethics and inclusive design practices to produce an original experience and impactful design outcome 2
	3	Problem solving strategies and creative approach to solving technical challenges 3
	4	Research, communication and final application of animation and visualisation strategies in an exhibition or performance 4
GENERIC SKILLS:	Communication, Problem solving, Organisation, Applying technologies	

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

Nil

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

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

The final mark is in the percentage range 47% to 49.4%

The course is graded using the Standard Grading scale

You have not failed an assessment task in the course due to academic misconduct

10.3. Assessment: Submission penalties

Late submission of assessment tasks may be penalised at the following maximum rate:

- 5% (of the assessment task's identified value) per day for the first two days from the date identified as the due date for the assessment task.

- 10% (of the assessment task's identified value) for the third day - 20% (of the assessment task's identified value) for the fourth day and subsequent days up to and including seven days from the date identified as the due date for the assessment task.

- A result of zero is awarded for an assessment task submitted after seven days from the date identified as the due date for the assessment task. Weekdays and weekends are included in the calculation of days late. To request an extension you must contact your course coordinator to negotiate an outcome.

10.4. SafeUniSC

UniSC is committed to a culture of respect and providing a safe and supportive environment for all members of our community. For immediate assistance on campus contact SafeUniSC by phone: [07 5430 1168](tel:0754301168) or using the [SafeZone](#) app. For general enquires contact the SafeUniSC team by phone [07 5456 3864](tel:0754563864) or email safe@usc.edu.au.

The SafeUniSC Specialist Service is a Student Wellbeing service that provides free and confidential support to students who may have experienced or observed behaviour that could cause fear, offence or trauma. To contact the service call [07 5430 1226](tel:0754301226) or email studentwellbeing@usc.edu.au.

10.5. Study help

For help with course-specific advice, for example what information to include in your assessment, you should first contact your tutor, then your course coordinator, if needed.

If you require additional assistance, the Learning Advisers are trained professionals who are ready to help you develop a wide range of academic skills. Visit the [Learning Advisers](#) web page for more information, or contact Student Central for further assistance: +61 7 5430 2890 or studentcentral@usc.edu.au.

10.6. Wellbeing Services

Student Wellbeing provide free and confidential counselling on a wide range of personal, academic, social and psychological matters, to foster positive mental health and wellbeing for your academic success.

To book a confidential appointment go to [Student Hub](#), email studentwellbeing@usc.edu.au or call 07 5430 1226.

10.7. AccessAbility Services

Ability Advisers ensure equal access to all aspects of university life. If your studies are affected by a disability, learning disorder mental health issue, injury or illness, or you are a primary carer for someone with a disability or who is considered frail and aged, [AccessAbility Services](#) can provide access to appropriate reasonable adjustments and practical advice about the support and facilities available to you throughout the University.

To book a confidential appointment go to [Student Hub](#), email AccessAbility@usc.edu.au or call 07 5430 2890.

10.8. 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>

10.9. 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.

10.10. General Enquiries

In person:

- **UniSC Sunshine Coast** - Student Central, Ground Floor, Building C, 90 Sippy Downs Drive, Sippy Downs
- **UniSC Moreton Bay** - Service Centre, Ground Floor, Foundation Building, Gympie Road, Petrie
- **UniSC SouthBank** - Student Central, Building A4 (SW1), 52 Merivale Street, South Brisbane
- **UniSC Gympie** - Student Central, 71 Cartwright Road, Gympie
- **UniSC Fraser Coast** - Student Central, Student Central, Building A, 161 Old Maryborough Rd, Hervey Bay
- **UniSC Caboolture** - Student Central, Level 1 Building J, Cnr Manley and Tallon Street, Caboolture

Tel: +61 7 5430 2890

Email: studentcentral@usc.edu.au