COMM 2054 ANIMATION AND VISUAL EFFECTS (WSTC)

Credit Points 10

Coordinator Ben Fletcher (https://directory.westernsydney.edu.au/search/name/Ben Fletcher/)

Description Explore the art and technology of animation and visual effects as applied to digital screen media production. In this unit, you will be introduced to the principles of animation and compositing and learn how to create effective motion sequences integrated with sound. Working with commercial software, you will explore the unique possibilities of animation and visual effects production and experiment with alternative, creative, narrative storytelling approaches. Develop critical, conceptual and practical skills within the context of animation and visual effects which will then enable you to deliver powerful and compelling visual stories on multiple media platforms.

School Humanities & Comm Arts

Discipline Communication And Media Studies

Student Contribution Band HECS Band 4 10cp

Check your fees via the Fees (https://www.westernsydney.edu.au/currentstudents/current_students/fees/) page.

Level Undergraduate Level 2 subject

Equivalent Subjects COMM 2031 - Principles of Non-Linear Editing COMM 2008 - Animation and Visual Effects COMM 2042 - Visual Effects COMM 2051 - Animation and Visual Effects VISU 2007 - Animation and Visual Effects (WSTC)

Restrictions

Students must be enrolled at Western Sydney University, The College. Students enrolled in Extended Diploma programs must have passed 40 credit points in preparatory subjects in order to enrol in this subject.

Students enrolled in the combined Diploma/Bachelor programs must pass all College Preparatory subjects listed in the program structure before progressing to the Year Two units.

Learning Outcomes

1. Demonstrate knowledge of current trends and processes of animation and visual effects in relation to digital screen media production.
2. Apply and critique the use of animation and visual effects in such a way to creatively produce relevant solutions to specific concept and design requirements.
3. Create, record and manipulate material for short form animation and visual effects production.
4. Demonstrate relevant technical and software skills in relation to animation and digital effects production. These include green screen studio technical and safety procedures and software training in relevant Adobe Creative Suite applications.
5. Assess the risk involved in professional production projects.

Subject Content

- Animation and visual effects histories and case studies.
- Animation and visual effects production practices and principles.
- Green screen studio production and compositing.

Assessment

The following table summarises the standard assessment tasks for this subject. Please note this is a guide only. Assessment tasks are regularly updated, where there is a difference your Learning Guide takes precedence.

Type	Length	Percent	Threshold	Individual/ Group Task	Mandatory
Quiz	5 quizzes, 10 questions per quiz	10	N	Individual	N
Applied Project	Up to 30 seconds	30	N	Individual	N
Applied Project	1,500 words equivalent	20	N	Individual	N
Applied Project	Up to 5 minutes	40	N	Individual	N

Teaching Periods

Term 3 (2024)
Nirimba Education Precinct
On-site
Subject Contact Ben Fletcher (https://directory.westernsydney.edu.au/search/name/Ben Fletcher/)

View timetable (https://classregistration.westernsydney.edu.au/even/timetable/?subject_code=COMM2054_24-T3_BL_1#subjects)

Term 3 (2025)
Penrith (Kingswood)
On-site
Subject Contact Ben Fletcher (https://directory.westernsydney.edu.au/search/name/Ben Fletcher/)

View timetable (https://classregistration.westernsydney.edu.au/odd/timetable/?subject_code=COMM2054_25-T3_KW_1#subjects)