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|  | | **UNIVERSITAS NEGERI PADANG**  **FACULTY OF ENGINEERING**  **ELECTRONIC DEPARTMENT**  **INFORMATIC EDUCATION STUDY PROGRAM** | | | | | | | | | | | **Document Code** | | |
| **SEMESTER LEARNING PLAN (SLP)** | | | | | | | | | | | | | | | |
| **COURSES** | | | | | | **CODE** | | **Course Group** | | **Credit Point(s)** | | **SEMESTER** | | **Date Of Creation** | |
| **Multimedia and Animation Techniques** | | | | | | ICT1.61.4307 | | Compulsory Courses of the Study Program | | 2 credits (theory) | | 4 | | July 2017 | |
| **AUTHORIZATION** | | | | | | **Lecturer** | | | | **Course Coordinator** | | **Coordinator of Study Program** | | | |
| **Dr. Asrul Huda, S.Kom., M.Kom**  **NIP. 19801010 201012 100 1** | | | | **Dr. Asrul Huda, S.Kom., M.Kom**  **NIP. 19801010 201012 100 1** | | **Ahmaddul Hadi, M.Kom**  **NIP. 19761 209 200 501 100 3** | | | |
| **Learning Outcomes (LO)** | | | **PLO** | | |  | | | | | | | | | |
| PLO-S1 | Have faith in God Almighty and able to show a religious attitude. | | | | | | | | | | | |
| PLO-S9 | Demonstrate an attitude of responsibility for work in their field of expertise independently | | | | | | | | | | | |
| PLO-PP6 | Understand the basic concepts of mathematics, electrical and electronic science in the field of computers | | | | | | | | | | | |
| PLO-KU5 | Able to make decisions appropriately in the context of problem solving in their area of ​​expertise, based on the results of information and data analysis. | | | | | | | | | | | |
| PLO-KK6 | Ability to master the basic Python programming, Gauss computation method and LU Decomposition method computation | | | | | | | | | | | |
| **CO** | | | |  | | | | | | | | |
| CO-1 | Understanding the History and Development of Animation | | | | | | | | | | | |
| CO-2 | Understand the Skills and Careers in Animation | | | | | | | | | | | |
| CO-3 | Understand explains the kinds of animation types | | | | | | | | | | | |
| CO-4 | Understand explaining the rules for making animation | | | | | | | | | | | |
| CO-5 | Understand explaining Vision in Animation | | | | | | | | | | | |
| CO-6 | Apply explains the principles of animated film | | | | | | | | | | | |
| CO-7 | Applying explains the process of making animated films | | | | | | | | | | | |
| CO-8 | Students can explain the Use of Animation | | | | | | | | | | | |
| CO-9 | Describes the Character Creation of Animated Characters | | | | | | | | | | | |
| CO-10 | Explain and create Storyboard | | | | | | | | | | | |
| **Course Description** | | | This course studies the “illusion of motion” animation which is made from static images that are displayed sequentially. Multimedia is a combination of several different media in an interactive program. This course provides an introduction to various types of media (text, images, audio, and video), their definitions and characteristics, storage methods, and manipulation. | | | | | | | | | | | | |
| **Course Matter** | | | 1. History and Development of Animation 2. Animation skills and careers 3. Kinds - kinds of animation types 4. Animation Making Rules 5. Vision in Animation 6. Principles of Animated Film 7. Animation Film Making Process 8. Useful animation 9. Animation Character Creation 10. Storyboard | | | | | | | | | | | | |
| **References** | | | **Main:** | | |  | | | | | | | | | |
| 1. Blair,Preston (2003).Cartooning :Animation 2 with Preston Blair.ISBN 1560100699 (ISBN13: 9781560100690). Published:Walter Foster Publishing | | | | | | | | | | | | |
| **Supporting:** | | |  | | | | | | | | | |
| 1. Ardiyansah(2010).12 Prinsip Animasi.From http://dkv.binus.ac.id/2010/04/14/12- prinsip-animasi/ 2. Bowen, John (2008).Storyboard.ISBN 0571241875 (ISBN13: 9780571241873).Published: Faber&Faber | | | | | | | | | | | | |
| **Learning Media** | | | **Software:** | | | | | | | **Hardware :** | | | | | |
| Blender, ppt, word app | | | | | | | LCD & Projector | | | | | |
| **Lecturer** | | | Dr. Asrul Huda, S.Kom., M.Kom | | | | | | | | | | | | |
| **Prerequisites** | | | - | | | | | | | | | | | | |
| **Weeks-** | **Sub-CO**  **(Expected Final Ability in each learning stage)** | | | | **Assessment Indicator** | | | **Assessment Criteria** | **Learning Method, Students’ Learning Experience**  **[Time Allocation]** | | **Learning Material**  **[Topic from Reference]** | | | | **Score (%)** |
| **(1)** | **(2)** | | | | **(3)** | | | **(4)** | **(5)** | | **(6)** | | | | **(7)** |
| 1 | Students are able to understand theories related to multimedia animation | | | | 1. Accuracy explained Understand the learning system in the Multimedia Animation course (THEORY) | | | Using the Assessment Rubric | **Lecture**  Presentation  **[TM: 1x (2x50 ")]**  **Independent**  **[BM: 1x (2x60 ”)]**  **Task 1**  Operation services system  **[BT: 1x (2x60 ")]** | | 1. Introduction to Multimedia Animation Lectures (THEORY) | | | | **5%** |
| 2 | Students are able to understand and understand the History and Development of Animas | | | | 1. The accuracy in explaining understanding about the history and development of animation | | | Using the Assessment Rubric | **Lecture**  Presentation  **[TM: 1x (2x50 ")]**  **Independent**  **[BM: 1x (2x60 ”)]**  **Task 1**  Operation services system  **[BT: 1x (2x60 ")]** | | History and Development of Animation | | | | **5%** |
| 3 | Students are able to understand and understand about types of animation | | | | 1. Accuracy describes Skills and Careers in Animation | | | Using the Assessment Rubric | **Lecture**  Presentation  **[TM: 1x (2x50 ")]**  **Independent**  **[BM: 1x (2x60 ”)]**  **Task 1**  Operation services system  **[BT: 1x (2x60 ")]** | | Animation skills and careers | | | | **5%** |
| 4 | Students are able to understand and understand about types of animation | | | | 1. Accuracy in explaining students' understanding and ability in recognizing animation devices and types | | | Using the Assessment Rubric | **Lecture**  Presentation  **[TM: 1x (2x50 ")]**  **Independent**  **[BM: 1x (2x60 ”)]**  **Task 1**  Operation services system  **[BT: 1x (2x60 ")]** | | Types of Animation | | | | **5%** |
| 5 | Students are able to understand the Rules of Making Animated Films | | | | 1. Accuracy in explaining the Animation Folm Rule | | | Using the Assessment Rubric | **Lecture**  Presentation  **[TM: 1x (2x50 ")]**  **Independent**  **[BM: 1x (2x60 ”)]**  **Task 1**  Operation services system  **[BT: 1x (2x60 ")]** | | Animation Film Making Rules   1. Things that need to be considered 2. Main Principles of Video vs Animation | | | | **15%** |
| 6-7 | Students are able to understand the various visions in animation | | | | 1. Accuracy in explaining the various visions in animation | | | Using the Assessment Rubric | **Lecture**  Presentation  **[TM: 1x (2x50 ")]**  **Independent**  **[BM: 1x (2x60 ”)]**  **Task 1**  Operation services system  **[BT: 1x (2x60 ")]** | | 1. Vision in Animation 2. Dimensionality vision 3. Motion Vision 4. Dramatic Vision 5. Cinematographic Vision 6. Locality Vision 7. Collegiate Vision | | | | **5%** |
| **8** | **UTS / Mid Semester Examination** | | | | | | | | | | | | | |  |
| 9-10 | Students are able to understand and apply the Principles of Animation | | | | 1. Accuracy in explaining the Principles of Animation | | | Using the Assessment Rubric | **Lecture**  Presentation  **[TM: 1x (2x50 ")]**  **Independent**  **[BM: 1x (2x60 ”)]**  **Task 1**  Operation services system  **[BT: 1x (2x60 ")]** | | 1. Squash and stretch 2. Anticipations 3. Staging 4. Straight ahead actions and pose to pose 5. Follow-through and overlapping actions 6. Slow in-slow out 7. Arcs 8. Secondary actions Timing 9. Exaggeration 10. Solid drawing 11. Appeal | | | | **20%** |
| 11 | Students are able to understand the digital and conventional 2-dimensional animation film production process | | | | 1. Accuracy explained 2 Dimensional Animation Film Production Process | | | Using the Assessment Rubric | **Lecture**  Presentation  **[TM: 1x (2x50 ")]**  **Independent**  **[BM: 1x (2x60 ”)]**  **Task 1**  Operation services system  **[BT: 1x (2x60 ")]** | | Digital and conventional 2-dimensional animation film production process | | | | **10%** |
| 12 | Students are able to understand the Usefulness of Animation. | | | | 1. Accuracy explained Animated usability | | | Using the Assessment Rubric | **Lecture**  Presentation  **[TM: 1x (2x50 ")]**  **Independent**  **[BM: 1x (2x60 ”)]**  **Task 1**  Operation services system  **[BT: 1x (2x60 ")]** | | Useful animation | | | | **10%** |
| 13-14 | Students are able to create Java programming animation using IDE. | | | | 1. Accuracy explained creating animated character characters | | | Using the Assessment Rubric | **Lecture**  Presentation  **[TM: 1x (2x50 ")]**  **Independent**  **[BM: 1x (2x60 ”)]**  **Task 1**  Operation services system  **[BT: 1x (2x60 ")]** | | 1. Character Visualization 2. Body language 3. Expression | | | | **10%** |
| 15 | Students are able to understand the process and create a Storyboard | | | | The accuracy of explaining the storyboard | | | Using the Assessment Rubric | **Lecture**  Presentation  **[TM: 1x (2x50 ")]**  **Independent**  **[BM: 1x (2x60 ”)]**  **Task 1**  Operation services system  **[BT: 1x (2x60 ")]** | | Storyboard | | | | **10%** |
| **16** | **Final Exam / Semester Examination** | | | | | | | | | | | | | |  |