

# KNB105 Core Concepts in Animation Practice

To view more information for this unit, select Unit Outline from the list below. Please note the teaching period for which the Unit Outline is relevant.

Unit Outline: Semester 1 2026, Kelvin Grove, Internal ▼

## Unit Outline: Semester 1 2026, Kelvin Grove, Internal

<b>Unit code:</b>	KNB105
<b>Credit points:</b>	12
<b>Equivalent:</b>	KNB135
<b>Coordinator:</b>	<a href="mailto:michael.linhart@qut.edu.au">Michael Linhart   michael.linhart@qut.edu.au</a>

**Disclaimer** - Offer of some units is subject to viability, and information in these Unit Outlines is subject to change prior to commencement of the teaching period.

## Overview

This unit provides you with a comprehensive understanding of the core concepts and principles of animation through 2D processes. Drawing on key animation texts, you will explore theories and processes that underpin the craft of animation, enabling you to produce original artefacts that create believable motion for diverse animated outcomes. Building an understanding of how motion is constructed frame by frame ahead of using computer systems to handle the in-betweens is key grounding to animation practice which can be applied to any medium or method of animation.

## Learning Outcomes

On successful completion of this unit you will be able to:

1. Demonstrate knowledge of the language of visual storytelling for time-based media.
2. Apply a critical understanding of animation principles and techniques.
3. Demonstrate knowledge of the principles and concepts underpinning designing motion and animation.
4. Engage with ethical, sustainable and reflective frameworks for the contextualisation of personal artistic, style and expression in animated outcomes.

# Content

You will build an understanding of animation and animation principles through 2D practices using core texts in animation studies: *The Animator's Survival Kit* (Richard Williams) and *The Illusion of Life* (Frank Thomas and Ollie Johnson). You will also gain an understanding of how the human mind perceives animation works and motion allowing you to "bend animation to your own will". Concepts include: how animation principles are constructed frame by frame by hand ahead of using computer systems to handle the in-between frames. This is a key grounding to animation practice which can be applied to any medium of animation and builds an understanding of what keyframes are within the development of an animated sequence, how human attributes or movements can be applied to non-human forms (anthropomorphism); all of which is vital for understanding how to design, understand and deconstruct motion using observation and thumbnailing. You will be encouraged to reflect critically on the iterative development of creative work and develop ethical and sustainable work practices.

## Learning Approaches

Learning approach is a hybrid pedagogy of:

Themed lectures and subject-based tutorials that involve virtual, face-to-face and online learning resources. You will be encouraged to analyse and critique aesthetics, productions, and practices from an informed theoretical standpoint. Assessments are individual, and deploy critical and practical knowledge frameworks to optimize learning of core concepts.

## Feedback on Learning and Assessment

Feedback in this unit is provided to you in the following ways:

- formative feedback on your progress in this unit during tutorials;
- summative feedback emanating from assessed work;
- discussions and commentary throughout the semester in addition to criteria sheets for grading.

# Assessment

## Overview

This Unit will pedagogically foster a clear connection between theory and practice, and learning will culminate in a significant visual storytelling outcome. Summative assessments form the core of the three assignments: first is an individual portfolio of animation principles. The second assessment is a group, oral presentation. The third assessment builds on the motion study to create an animated sequence. Formative feedback will be provided at each milestone individually, as a group in tutorials or during Lectures.

## Unit Grading Scheme

7- point scale

## Assessment Tasks

### Assessment: Foundational Motion Exercises: the Principles of Animation

Based on tutorials and in-class work, you will produce examples of the animation principles to demonstrate your understanding and ability to construct motion.

This assignment is eligible for the 48-hour late submission period and assignment extensions.

**Weight:** 30

**Length:** Minimum of 12 principles demonstrated

**Individual/Group:** Individual

**Due (indicative):** Week 4

**Related Unit learning outcomes:** [1](#), [2](#), [3](#), [4](#)

## **Assessment: Motion Study**

Undertake a study of human movement and apply this to nature-informed anthropomorphic creatures. Collaborate to present a design plan (used in assessment 3) for an animated sequence in response to a defined brief.

This assignment is eligible for the 48-hour late submission period and assignment extensions.

**Weight:** 20

**Length:** 5 mins

**Individual/Group:** Individual and group

**Due (indicative):** Week 8

**Related Unit learning outcomes:** [1](#), [2](#), [3](#)

## **Assessment: Animated Sequence**

Based on a motion study complete an anthropomorphic animated sequence.

This assignment is eligible for the 48-hour late submission period and assignment extensions.

**Weight:** 50

**Length:** 10 seconds

**Individual/Group:** Individual

**Due (indicative):** Week 13

**Related Unit learning outcomes:** [1](#), [2](#), [3](#), [4](#)

# Academic Integrity

Academic integrity is a commitment to undertaking academic work and assessment in a manner that is ethical, fair, honest, respectful and accountable.

The [Academic Integrity Policy](#) sets out the range of conduct that can be a failure to maintain the standards of academic integrity. This includes, cheating in exams, plagiarism, self-plagiarism, collusion and contract cheating. It also includes providing fraudulent or altered documentation in support of an academic concession application, for example an assignment extension or a deferred exam.

You are encouraged to make use of QUT's learning support services, resources and tools to assure the academic integrity of your assessment. This includes the use of text matching software that may be available to assist with self-assessing your academic integrity as part of the assessment submission process.

Breaching QUT's [Academic Integrity Policy](#) or engaging in conduct that may defeat or compromise the purpose of assessment can lead to a finding of student misconduct ([Code of Conduct – Student](#)) and result in the imposition of penalties under the [Management of Student Misconduct Policy](#), ranging from a grade reduction to exclusion from QUT.

## Requirements to Study

### Requirements

All students are requested to visit and review the Health and Safety information on the [HiQ web pages \(CIESJ Tier 1 HSE requirement\)](#).

This unit involves substantial computer-based work. You are advised to take regular rest breaks when engaging in prolonged computer-based work, and ensure that your workstation is set up for optimal comfort to prevent strain or injury.

## Costs

In this unit you may be required to use a WACOM CINTIQ tablet pen (approx. \$170). (Staff will advise on suitable version/model in Week 1.) There are a limited number of pens supplied but students are advised to purchase their own.

## Resources

Refer to the unit's Canvas Learning Resources for links to additional learning materials.

24-hour labs are accessible - on campus – during term time.

## Resource Materials

### Prescribed text(s)

Thomas, F., & Johnston, O. (1981). Disney animation: The illusion of life. Los Angeles, CA: Disney Editions.

Williams, R. (2012). The animator's survival kit: a manual of methods, principles and formulas for classical, computer, games, stop motion and internet animators. Macmillan.

### Recommended text(s)

Walking <https://www.youtube.com/watch?v=XAMtmK7ObkA> 

## Software

Toon Boom Harmony