

## DECO1005 Assignment 3

**Due date for submission: 9 October 2007, no later than 5:00 pm**

You are required to write a 10-15 (A4 sized) page report on “History and Theory of Animation”. The aim of the report will be to express an original, framework based analysis of the topic. Do the following:

1. **Finding and Understanding Information:** Use the resource list (textbooks etc.) provided on the course web page and the Internet to research a topic of your choice within “Animation history and theory”. Note that although the lecture on animation covered multiple events in history and various techniques of animation, you are not necessarily required to do so. You can either choose to research the history of animation as a whole, or choose to go into a particular topic that you find interesting and carry out research in detail. Use your own interests and the lecture slides as a guide for choosing your topic. For example, if a student is interested in “Techniques of Computer Graphics based Animation” or “Comparisons/ Evolution of various Animation Techniques” or “The Life and Times of Mickey Mouse and Pluto”, then he/ she should choose to go into this topic in depth, and present the analysis. You may also follow the pattern presented in class, where history is discussed and then the various animation techniques are related to the history to show how animation has evolved through the ages.
2. **Analyzing and Presenting Information:** Use the frameworks given in the lectures (timeline, hardware-software analysis, technology-society nexus, techniques of animation etc.) to analyze, organize and present the material that you bring up in the research in your own words. You can also use any other original framework that you think of, for example, “Important people and their impact on animation” or “The most famous animated characters in film”. You will be marked on how many frameworks you use, to what depth you carry out your research, and how you present it. You can also choose to combine these frameworks and present an analysis as was presented in the lecture in class.

Focus on both the literary and visual aspects of organizing the material. Please provide references to original sources for both information and images that you use. This report is for 15 marks, the breakup for the assessment and marking is as follows:

1. Number and type of frameworks used for analysis: 5
2. Depth of analysis, originality and quality of content: 5
3. Visual and literary presentation: 5

Note that there will be no difference in the marking, whether you choose to analyze animation as a whole, or choose to go into details for a particular sub-topic. The main focus in marking will be on how much effort you have put into the research, and how effectively you have been able to analyze and present the information from your own perspective.

Assignments should be emailed in pdf formats to [ssar3264@mail.usyd.edu.au](mailto:ssar3264@mail.usyd.edu.au) with the following file-name format: Asg3DECO1005-*StudentName*, ex. Asg3DECO1005-AdamArbib.pdf.