	Universitas Negeri Surabaya Faculty of Languages and Arts Bachelor of Visual Communication Design Study Program	Document Code

SEMESTER LEARNING PLAN

Courses	CODE	Course Family	Credit Weight			SEMESTER	Compilation Date
ANIMATION	9024103055		T=3	P=0	ECTS=4.77	5	July 18, 2024

AUTHORIZATION	SP Developer	Course Cluster Coordinator	Study Program Coordinator
	.....	.....	Marsudi, S.Pd., M.Pd.

Learning model	**Project Based Learning**
Program Learning Outcomes (PLO)	**PLO study program that is charged to the course**
	Program Objectives (PO)
	PLO-PO Matrix

	P.O

PO Matrix at the end of each learning stage (Sub-PO)

P.O	Week															
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

Short Course Description	This course examines the principles of animation, basic techniques for creating animation manually and two-dimensional & three-dimensional computer animation techniques, with an emphasis on computer animation. Designing animation works using two-dimensional & three-dimensional animation software, especially Adobe Flash & 3DS Max, with theory, guidance and project strategies.
References	**Main :**
	1. Wijaya, Didik. 2002. Tip & Trik Macromedia Flash 5,0 dengan Action Script, Jakarta. PT. Elex Media Komputindo. 2. Kaulam, Salamun. 2008. Buku Latihan Animasi Tiga Dimensi 3DD Max.
	Supporters:
Supporting lecturer	Drs. Eko Agus Basuki Oemar, M.Pd. Drs. Imam Zaini, M.Pd. Dr. Utari Dewi, S.Sn., M.Pd. Tri Cahyo Kusumandyoko, S.Sn., M.Ds. Nova Kristiana, S.Sn., M.Sn.

Week-	Final abilities of each learning stage (Sub-PO)	Evaluation		Help Learning, Learning methods, Student Assignments, [Estimated time]		Learning materials [References]	Assessment Weight (%)
		Indicator	Criteria & Form	Offline (*offline*)	Online (*online*)		
(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)

1	understand the meaning of 2-dimensional animation and get to know the Adobe Flash program interface	Able to explain the meaning of 2D animation and able to operate Flash animation	**Criteria:** -	Lecture Demonstration assignment 3 X 50			0%
2	master animation techniques of shape tweening, morphing, masking	Able to create animations using shape twening, morphing and masking techniques	**Criteria:** -	Lecture Demonstration assignment 3 X 50			0%
3	master animation techniques of shape tweening, morphing, masking	Able to create animations using shape twening, morphing and masking techniques	**Criteria:** -	Lecture Demonstration assignment 3 X 50			0%
4	mastering motion guide and movie clip animation techniques	Able to create animated motion guide techniques and movie clips	**Criteria:** 1.Suitability to task 2.Timimg 3.Composition 4.Artistic	Lecture Demonstration assignment 3 X 50			0%
5	Mastering character animation tweening techniques	Able to create character animations using tweening techniques	**Criteria:** 1.Suitability to task 2.Timimg 3.Composition 4.Artistic	Lecture Demonstration assignment 6 X 50			0%
6	Mastering character animation tweening techniques	Able to create character animations using tweening techniques	**Criteria:** 1.Suitability to task 2.Timimg 3.Composition 4.Artistic	Lecture Demonstration assignment 6 X 50			0%
7	Mastering frame by frame technique character animation	Able to create frame by frame character animations	**Criteria:** 1.Suitability to task 2.Timimg 3.Composition 4.Artistic	Lecture Demonstration assignment 3 X 50			0%
8	Mastering Flah animation creation	Able to create ILM animations	**Criteria:** 1.Suitability to task 2.Timimg 3.Composition 4.Artistic	UTS 3 X 50			0%
9	understand the meaning of 3 d animation and get to know the 3dsMax program interface	Able to explain the meaning of 3D animation and able to operate 3DSMax animation	**Criteria:** -	Lecture Demonstration assignment 3 X 50			0%
10	Mastering various geometry editing techniques	Able to edit geometry	**Criteria:** -	Demonstration Lecture 3 X 50			0%
11	Mastering modeling and materials and camera animation	Able to make several objects with the material seen by moving the camera	**Criteria:** 1.Suitability to task 2.Timimg 3.Composition 4.Artistic	Lecture Demonstration assignment 6 X 50			0%

12	Mastering modeling and materials and camera animation	Able to make several objects with the material seen by moving the camera	**Criteria:** 1.Suitability to task 2.Timimg 3.Composition 4.Artistic	Lecture Demonstration assignment 6 X 50			0%
13							0%
14							0%
15							0%
16							0%

Evaluation Percentage Recap: Project Based Learning

No	Evaluation	Percentage
		0%

Notes

1. **Learning Outcomes of Study Program Graduates (PLO - Study Program)** are the abilities possessed by each Study Program graduate which are the internalization of attitudes, mastery of knowledge and skills according to the level of their study program obtained through the learning process.
2. **The PLO imposed on courses** are several learning outcomes of study program graduates (CPL-Study Program) which are used for the formation/development of a course consisting of aspects of attitude, general skills, special skills and knowledge.
3. **Program Objectives (PO)** are abilities that are specifically described from the PLO assigned to a course, and are specific to the study material or learning materials for that course.
4. **Subject Sub-PO (Sub-PO)** is a capability that is specifically described from the PO that can be measured or observed and is the final ability that is planned at each learning stage, and is specific to the learning material of the course.
5. **Indicators for assessing** ability in the process and student learning outcomes are specific and measurable statements that identify the ability or performance of student learning outcomes accompanied by evidence.
6. **Assessment Criteria** are benchmarks used as a measure or measure of learning achievement in assessments based on predetermined indicators. Assessment criteria are guidelines for assessors so that assessments are consistent and unbiased. Criteria can be quantitative or qualitative.
7. **Forms of assessment:** test and non-test.
8. **Forms of learning:** Lecture, Response, Tutorial, Seminar or equivalent, Practicum, Studio Practice, Workshop Practice, Field Practice, Research, Community Service and/or other equivalent forms of learning.
9. **Learning Methods:** Small Group Discussion, Role-Play & Simulation, Discovery Learning, Self-Directed Learning, Cooperative Learning, Collaborative Learning, Contextual Learning, Project Based Learning, and other equivalent methods.
10. **Learning materials** are details or descriptions of study materials which can be presented in the form of several main points and sub-topics.
11. **The assessment weight** is the percentage of assessment of each sub-PO achievement whose size is proportional to the level of difficulty of achieving that sub-PO, and the total is 100%.
12. TM=Face to face, PT=Structured assignments, BM=Independent study.