

# COMM 2051 ANIMATION AND VISUAL EFFECTS

**Credit Points** 10

**Legacy Code** 102828

**Coordinator** David Lingard (<https://directory.westernsydney.edu.au/search/name/David Lingard/>)

**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** Computer Graphics

**Student Contribution Band** HECS Band 2 10cp

Check your fees via the Fees ([https://www.westernsydney.edu.au/currentstudents/current\\_students/fees/](https://www.westernsydney.edu.au/currentstudents/current_students/fees/)) page.

**Level** Undergraduate Level 2 subject

**Equivalent Subjects** COMM 2008 - Animation and Visual Effects  
COMM 2031 - Principles of Non-Linear Editing COMM 2042 - Visual Effects VISU 2007 - Animation and Visual Effects (WSTC) COMM 2054 - Animation and Visual Effects (WSTC)

## Learning Outcomes

On successful completion of this subject, students should be able to:

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 & 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 multiple choice 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

## Autumn (2025)

### Parramatta - Victoria Rd

**On-site**

**Subject Contact** David Lingard (<https://directory.westernsydney.edu.au/search/name/David Lingard/>)

View timetable ([https://classregistration.westernsydney.edu.au/odd/timetable/?subject\\_code=COMM2051\\_25-AUT\\_PS\\_1#subjects](https://classregistration.westernsydney.edu.au/odd/timetable/?subject_code=COMM2051_25-AUT_PS_1#subjects))

## Spring (2025)

**Online**

**Online**

**Subject Contact** David Lingard (<https://directory.westernsydney.edu.au/search/name/David Lingard/>)

View timetable ([https://classregistration.westernsydney.edu.au/odd/timetable/?subject\\_code=COMM2051\\_25-SPR\\_ON\\_2#subjects](https://classregistration.westernsydney.edu.au/odd/timetable/?subject_code=COMM2051_25-SPR_ON_2#subjects))

### Parramatta - Victoria Rd

**On-site**

**Subject Contact** David Lingard (<https://directory.westernsydney.edu.au/search/name/David Lingard/>)

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