

Academic Year: 2025/26

201992 - Acting for Character Animation

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Teaching Guide Information

Subject code: 201992

Degree program: 10014 - Degree in Digital Creation, Animation and Video Games

Type: Elective

Year: 4

Number of ECTS: 4.5

Period: First term

Languages:

Degree coordination: Patricia Comesaña Comesaña

Subject coordination: Adriana Navarro Álvarez

Faculty: Adriana Navarro Álvarez

1. Overview

A asignatura está deseñada para dar vida a personaxes animados dotándoos de humanidade e emoción. O curso abrangue unha combinación de psicoloxía do movemento físico, análise de personaxes e estratexias de actuación. Durante o curso, os estudantes investigarán a relación entre a mecánica do movemento corporal e a expresión emocional. Tamén se analizarán as dinámicas de poder e negociación en escena, así como a representación de accións e obxectivos de forma coherente e auténtica. Un enfoque detallado do análise de personaxes incluírá a creación de biografías exhaustivas e a comprensión das súas motivacións e desexos. Ademais, estudarase a evolución dos personaxes ao longo da narrativa, utilizando técnicas para expresar emocións complexas mediante a empatía e xestos psicolóxicos. En definitiva, trátase de comunicar unha historia a través do movemento dos personaxes aplicada a calquera técnica de imaxe animada (2D, 3D). Esta asignatura é fundamental para quen desexa perfeccionar as súas habilidades de actuación en animación e crear personaxes animados que resulten verdadeiramente convincentes.

2. Educational and learning outcomes (RD 822/2021 degree programs) or competences (RD 1393/2007 degree programs)

Competences (RD 1393/2007 degree programs)

- **[A07]** CE7 - Ability to analyze and interpret shapes, forms, and movements from the real world or concept art to digitally recreate visual elements of an animation or video game.
- **[A08]** CE8 - Design of animated characters with defined personality and behavior based on a storyline.
- **[A15]** CE15 - Knowledge, understanding, and application of artistic fundamentals, techniques, and methods necessary for creating and animating virtual characters and props.
- **[B01]** CB1 - That students have demonstrated possession and understanding of knowledge in a field of study that

builds upon general secondary education and is typically at a level that, while supported by advanced textbooks, also includes some aspects involving knowledge from the forefront of their field of study.

- **[B02]** CB2 - That students know how to apply their knowledge to their work or vocation in a professional way and possess the competencies that are usually demonstrated through the preparation and defense of arguments and problem-solving within their field of study.
- **[B03]** CB3 - That students have the ability to gather and interpret relevant data (usually within their area of study) to make judgments that include reflection on relevant social, scientific, or ethical issues.
- **[B04]** CB4 - That students can communicate information, ideas, problems, and solutions to both specialized and non-specialized audiences.
- **[B05]** CB5 - That students have developed the learning skills necessary to undertake further studies with a high degree of autonomy.
- **[B06]** CG1 - Organizational and planning skills, especially in designing work aimed at creating the digital audiovisual content that forms part of an animation production or video game.
- **[B07]** CG2 - Ability to effectively solve problems, mainly of a technological nature, and in the field of creating interactive and animated digital content.
- **[B08]** CG3 - IT knowledge, especially regarding the use of state-of-the-art technologies and software within the field of study.
- **[B09]** CG4 - Knowledge of the procedures, skills, and methodologies required to adapt the creative process to digital media and to produce artistic works using specific technologies.
- **[B10]** CG5 - Critical evaluation of available knowledge, technology, and information for their application in problem-solving.
- **[B11]** CG6 - Critical and self-critical thinking skills, necessary in all creative processes that aim for a commitment to the quality of the work, outcomes, and proposed solutions.
- **[B12]** CG7 - Teamwork skills. Ability to tackle projects collaboratively with other students, assuming roles and fulfilling commitments to the group.
- **[B13]** CG8 - Ability to apply knowledge in practice, integrating the different parts of the program and connecting them in the development of complex products.
- **[C01]** CT1 - Correct oral and written expression in the official languages of the autonomous community.
- **[C03]** CT3 - Use of basic tools in information and communication technologies (ICT) necessary for professional practice and lifelong learning.
- **[C04]** CT4 - Development for the exercise of citizenship that respects democratic culture, human rights, and gender perspective.
- **[C06]** CT6 - Acquisition of life skills and healthy habits, routines, and lifestyles.
- **[C07]** CT7 - Ability to work in interdisciplinary or transdisciplinary teams, offering proposals that contribute to sustainable environmental, economic, political, and social development.
- **[C08]** CT8 - Appreciation of the importance of research, innovation, and technological development in the socio-economic and cultural advancement of society.
- **[C09]** CT9 - Ability to manage time and resources: develop plans, prioritize activities, identify critical tasks, set deadlines, and meet them.

2.1. Learning outcomes (RD 1393/2007 degree programs)

Learning outcomes	Study programme competences / results		
Comunicarse a través da animación de personaxes	A7 A15	B3 B4 B5 B6 B7 B9 B11 B13	C1 C2 C4 C7 C8
Dotar de humanidade e emoción aos personaxes animados	A7 A15	B1 B2 B3 B4 B5 B6 B7 B8 B9 B10 B11 B12 B13	C1 C3 C4 C6 C7 C8 C9
Incrementar as posibilidades expresivas dos personaxes animados	A7	B1	C1

	A15	B2 B3 B4 B5 B6 B7 B8 B9 B10 B11 B12 B13	C2 C3 C4 C6 C7 C8 C9
Empregar as relacións espaciais como forma de expresión	A7 A15	B1 B2 B3 B4 B5 B6 B7 B8 B9 B10 B11 B12 B13	C1 C3 C4 C6 C7 C8 C9

3. Contents

Content unit	Description	Education and learning outcomes / competences	Teaching methodology and training activities	Assessment systems
Topic	Captura de referencias para animación: Videoreferencia, thumbnails, sketchbook	A07, A08, B01, B02, B03, B04, B05, B06, B07, B09, B10, B11, C01, C08, C09.	MAG39, MAG42.	SEG42.
Topic	A análise do personaxe: O deseño da identidade a través da performance.	A07, A08, B01, B02, B03, B04, B05, B06, B07, B09, B10, B11, B13, C01, C04, C08, C09.	MAG39, MAG42.	SEG42.
Topic	Accións e obxectivos: Dimensión psicolóxica e sociolóxica do personaxe animado.	A07, A08, B01, B02, B03, B04, B05, B06, B07, B09, B10, B11, B13, C01, C03, C04, C08, C09.	MAG39, MAG42.	SEG42.
Topic	Proceso de animación de planos e secuencias de animación: Producción de planos	A07, A08, B01, B02, B03, B04, B05, B06, B07, B09,	MAG39, MAG42.	SEG42.

Content unit	Description	Education and learning outcomes / competences	Teaching methodology and training activities	Assessment systems
		B10, B11, B13, C01, C04, C07, C08, C09.		
Topic	A psicoloxía do personaxe e os seus movementos: A linguaxe corporal e facial. Emocións que provocan accións físicas.	A07, A08, B01, B02, B03, B04, B05, B06, B07, B09, B10, B11, B13, C01, C04, C07, C08, C09.	MAG39, MAG42.	SEG42.
Topic	Negociación dentro dunha escena: Roles, influencia e actitudes entre personaxes.	A07, A08, B01, B02, B03, B04, B05, B06, B07, B09, B10, B11, B13, C01, C04, C07, C08, C09.	MAG39, MAG42.	SEG42.
Topic	Transaccións de estado. Arcos: Cambios internos e transformación externa do personaxe animado	A07, A08, B01, B02, B03, B04, B05, B06, B07, B09, B10, B11, B13, C01, C04, C07, C08, C09.	MAG39, MAG42.	SEG42.
Topic	Captura de referencias para animación	A07, A08, B01, B02, B03, B04, B05, B06, B07, B09, B10, B11, B13, C01, C04, C07, C08, C09.	MAG39, MAG42.	SEG42.

4. Teaching methodologies and training activities

Modality In-person					
Methodology	Description	In-person teaching hours	Virtual teaching hours	Independent study hours	Education and learning outcomes / competences
Personalized attention [MAG00]	No caso dos traballos tutelados que detentan un maior carga de traballo autónomo, o seguimento destas actividades efectuarase nas clases prácticas sinaladas para tal fin, así como en *tutorías personalizadas a demanda do/a estudante.	2,00	0,00	0,00	A07, A08, B01, B02, B03, B04, B05, B06, B07, B09, B10, B11, B13, C01, C04, C07, C08, C09.
Oral presentation	Core component of teaching-learning process involving coordinated oral interaction between	0,00	0,00	6,00	A07, A08, B01, B02, B03, B04,

Methodology	Description	In-person teaching hours	Virtual teaching hours	Independent study hours	Education and learning outcomes / competences
[MAG22]	student and teacher, including proposition, explanation and dynamic exposition of facts, topics, tasks, ideas and principles.				B05, B06, B07, B09, B10, B11, B13, C01, C03, C04, C07, C08, C09.
Guest lecture / keynote speech [MAG39]	Análise dos compoñentes da interpretación de personaxes animados e as súas posibilidades expresivas corporais e faciais en diversos xéneros e formatos.	10,00	0,00	0,00	A07, A08, B01, B02, B04, B10, B11, C08, C09.
Supervised projects [MAG42]	Supervised learning process aimed at helping students to work independently in a range of contexts (academic and professional). Focused primarily on learning how to do things and on encouraging students to become responsible for their own learning.	19,50	0,00	75,00	A07, B01, B02, B03, B04, B05, B06, B07, B09, B10, B11, B12, B13, C01, C03, C04, C07, C08, C09.
Sum of hours by type		31,50	0,00	81,00	
Total hours				112,50	

5. Assessment

Modality In-person			
Assessment system	Description	Weighting (%)	Education and learning outcomes / competences
Workshop [SEG16]	Applied learning situation incorporating a range of supervised learning and testing techniques (presentation, simulation, debate, problem solving, guided practice, etc.) with a strongly practical focus.	0,00	A07, A08, A15, B01, B02, B03, B04, B05, B08, B10, B11, B12, B13, C01, C03, C04, C06, C07, C08, C09.
Oral presentation [SEG22]	Core component of teaching-learning process involving coordinated oral interaction between student and teacher, including proposition, explanation and dynamic exposition of facts, topics, tasks, ideas and principles.	10,00	A07, A08, B01, B02, B03, B04, B05, B06, B07, B09, B10, B11, C01, C03, C04, C07, C08, C09.
Supervised projects [SEG42]	Desenvolveranse diferentes actividades de carácter práctico cuxo obxecto é poñer en xogo todos aqueles coñecementos que, sobre a interpretación de personaxes animados, foron tratados durante as clases expositivas. A entrega das devanditas prácticas efectuarase no tempo e na forma fixada polo profesorado.	90,00	A07, B01, B02, B03, B04, B05, B06, B07, B09, B10, B11, B12, B13, C01, C03, C04, C07, C08, C09.
Total (%)		100,00	

All aspects related to academic exemption, study dedication, retention, and academic fraud will be governed in accordance with the current [academic regulations](#) of the UDC.

5.1. First opportunity

Todos os aspectos relacionados con “dispensa académica”, “dedicación ao estudo”, “permanencia” e “fraude académica” rexeranse de acordo coa normativa académica vixente da UDC.

Coa proposta de cada traballo e/ou actividade a profesora explicará detalladamente o contido, as normas estéticas e formais,

así como o tipo de soporte e data de entrega.

Para superar a materia na primeira oportunidade (sistema de avaliación continua) o/a estudante deberá obter o 50% da puntuación global) na suma total das avaliacións dos diversos traballos e prácticas da materia. Neste cómputo non se inclúen os exercicios non orixinais do/a estudante, así como tampouco aqueles traballos entregados fóra de prazo ou nun formato diferente ao indicado.

Para superar a materia na segunda oportunidade e convocatoria adiantada o/a estudante deberá:

- Entregar de forma individual a creación audiovisual de interpretacións de personaxes animados, proposta polo equipo docente, co correspondente dossier [seguindo as normas do "Proxecto final"]. Este traballo e a súa presentación, na que se xustifiquen aquelas decisións tomadas en relación á interpretación de personaxes animados terá un valor de 70% na nota final (60% proxecto 10% presentación)
- Aprobar o exame na data oficial. Esta proba teórica, de preguntas breves tipo test, versará sobre os contidos do libro "Acting for Animators." Ed Hooks, 2023. Este exame constituirá o 30% da nota final.

6. Recommended bibliography

Basic bibliography

- Beiman, N. (2021). Animated Performance: Bringing Imaginary Animal, Human and Fantasy Characters to Life. Bloomsbury Academic USA. Book.
- Chéjov, M. (2002). Sobre la técnica de la actuación. Alba Editorial. Book. [\[URL\]](#)
- Chéjov, M. (2006). Lecciones para el actor profesional. Alba Editorial. Book.
- Giesen, R.; Khan, A. (2017). Acting and Character Animation: The Art of Animated Films, Acting and Visualizing. CRC Press. Book.
- Goldberg, E. (2008). Character Animation Crash Course!. Silman-James Press,U.S. Book.
- Hagen, Uta (2002). Un reto para el actor. Alba Editorial. Book.
- Hayes, D. (2013). Acting and performance for animation. Routledge. Book.
- Hooks, E. (2023). Acting for animators. Routledge. Book.
- Kundert-Gibbs, J.; Kundert-Gibbs, K. (2009). Action! acting lessons for CG animators. Sybex. Book.
- Layton, W. (2020). ¿Por qué? El trampolín del actor. Editorial Fundamentos. Book.
- Lecoq,J. (2003). El cuerpo poético: una pedagogía de la creación teatral. Alba Editorial. Book.
- Meisner, S. (2002). Sobre la actuación. La Avispa. Book.
- Stanislavski, K. (2003). El trabajo del actor sobre sí mismo en el proceso creador de la encarnación. Alba Editorial. Book.
- Stanislavski, K. (2003). El trabajo del actor sobre sí mismo en el proceso creador de la vivencia. Alba Editorial.

Supplementary bibliography

- Donnellan, D. (2018). El actor y la diana. Other Publishers. Book.
- Fischer, L. (2022). Animated Emotions: Emblems of Feeling in Inside Out and the Emoji Movie en Emotion Pictures: Movies and Feelings. Routledge Advances in Film Studies. Book.
- Newlove, J. (1993). Laban for Actors and Dancers: Putting Laban's Movement Theory into Practice - A Step-by-Step Guide. Nick Hern Books. Book.
- Parr, P. (2018). Sketching for Animation. Developing Ideas, Characters and Layouts in Your Sketchbook. Bloomsbury Academic. Book.
- Purves, Barry J.C. autor (2007). Stop motion: passion, process and performance. Focal Press. Book. [\[URL\]](#)