Application and Study of Task-driven Teaching Model in Film and Television Animation and Special Effects

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ABSTRACT

The popularization of computer and development of film and television animation pose a challenge to professional film and television makers. The problem of how to excavate the potential of students and improve their practical ability is the challenge that teachers faced with. The traditional teaching model is no longer meeting the demand of professional talents in modern society. The project-oriented and case-driven teaching model can shorten the distance between targets of talents training and demand of enterprises, and provide better ways to improve teaching quality and employment rate of graduates. The article analyzes the current situation of curricular system according to the characteristics of the course, and discusses the reform of teaching method design, implementation of teaching and teaching examination.

INTRODUCTION

With the development of digital media technology and film and television animation industry, people have higher requirement on visual enjoyment. Special effects are widely used in film and TV works, such as the fantasy world in Hollywood blockbusters, fierce star wars and overwhelming TV advertisements, special effects of film and TV are influencing our life greatly by adding various visual elements in film and TV works, which makes film and TV works more appealing and interesting.

According to the actual situation, the talents of film and TV special effect are particularly lacked in China which leads to great demand of jobs. In the perspective of talents cultivation of film and TV special effect in higher education, neither curriculum setting nor development orientation of major meets the demand of development of film and TV special effect talents. The discussion has been carried out on problems existing in the current situation of curriculum system and traditional teaching model, and reform of teaching method design and teaching examination.

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FILM AND SPECIAL EFFECT MAKING SOFTWARE

Though the software for making film and TV special effects varies, the most widely-used software for synthesis is After Effects which is an image video process software published by Adobe. Being widely used in post production of digital media and film, After Effects is applicable for the institutions engaged in innovative design and video special effect, including TV station, animation making company, personal post effects studio and media studio. There are a growing number of users in emerging user group such as website designer and image designer.

CURRENT SITUATION OF CURRICULAR SYSTEM

1) Problems Existing in Traditional Teaching Model

Course of film and TV animation special effects has been set in many educational institutions in China. As the course is very practical, there won't be good educational effect if the traditional teaching method of lecture-assignment is adopted. The traditional teaching method is teacher-centered with weak independent consciousness of students. Teachers teach according to textbooks while students feel boring and have little development in abilities of practice, independent thinking, research and innovation in the process of study, which is no longer meeting the requirement of tech-talents cultivation.

2) Separation Between Practical Teaching and Actual Application

Talents are trained to adapt to the development of enterprises more quickly, but the students developed with traditional teaching method can hardly adapt to the requirements of enterprises after graduation. This is because that some courses are separated from actual situation, which results in ambiguous study target and loss of interest and confidence in the course, then further impacts the teaching effect. Additionally, introduction of project engineering implementation is absent from the practical text, which divorces the experiments from application in program. Without practical operation in actual application, students are only engaged in idle theorizing.

REFORM OF TEACHING CONTENTS

The course of film and TV special effect is a course of strong practicability. Practical operations are largely needed in the teaching process to master Montage technique and scenes editing skills. But in current teaching of film and TV special effect, desired effect can hardly be reached with the restriction of educational practical facilities and monotonous teaching content. Reform of teaching content can be conducted in the following two aspects.

1) To strengthen the reform of practical teaching, schools must enhance the university-enterprise cooperation, cooperate with enterprises related to film and TV animation, provide opportunities of projects for students, cultivate the awareness of enterprise for students, and work out teaching cases and experiment content according to professional talents education target and technical requirement in technical fields and position of enterprises. In teaching process, teachers should combine theories with facts and focus on cultivating talents meeting the demand of enterprises.
2) In experiment design, basic experiments take a larger proportion while comprehensive experiments are fewer. Experiments are not planned according to actual projects and cases, projects documentation is not required, which lead to bad connection between class experiments and actual application. Internship usually cannot be carried out fully, which leads to failure of theoretical application to practice by students. To solve the problem, animation studio can be set up individually to establish the teaching environment integrating enterprises operation, teaching, and study to integrate school and enterprises.

REFORM OF TEACHING METHOD AND TEACHING MEASURES

In traditional teaching model, after introducing basic theoretical knowledge, teachers will give some examples for exercise. There are only a few comprehensive cases provided due to limited class time. Students have no ideas for actual projects after class. The separation of study and work increases the difficulty of employment. The key to solve the problem lies in the innovation of teaching model.

1) Change traditional experiment teaching model: Enhance the construction of experimental education base, and construct theoretical and experimental education system with features of higher vocational education in the process of talent cultivation to improve the practical ability and professional quality. Unit design is adopted in teaching process with basic imitation training, intensive training, and capacity development training. Themed trainings are available after class for students to practice.

2) Adopt "project-oriented & case-driven" teaching model: Project-driven teaching model is targeted at cultivating innovation ability and improving comprehensive quality, which integrates the introduction of knowledge in the implementation process of certain project. In such teaching model, teachers no longer teach according to textbook, but with reference to the thoughts of software engineering construction. Teaching content which is mixed and re-organized is divided into several teaching tasks which are taught in the way of project construction. In the process of project construction, teacher plays the role as project manager who is responsible for designing overall structure, making construction requirements and working out technical specification etc. to train students' work thoughts, habits and attitude, etc.

The application of case teaching method in the course of film and TV production allows students to analyze and solve cases with actual problems and knowledge brought up by teaching cases to train the capability of students in analyzing and solving actual problems.

REFORM OF TEACHING EXAMINATION

Traditional theoretical examination or simple case operation is not suitable for film and TV animation and special effect course due to the practicality of the course. The teaching examination of the course can be divided into three parts:

1) Enhance formative examination. There is plenty of case exercise in the class for knowledge which is targeted at different theoretical knowledge. The proficiency of the knowledge can be tested by examination.

2) Enhance skill examination. Apply the basic knowledge in relative projects in different stages according to teaching schedule and different. The capability of
comprehensive application of students can be tested from the examination of fulfilment of projects.

3) Enhance the comprehensive examination of knowledge and capability. All-around examination will be carried out to test the proficiency of overall knowledge by students. In addition, comprehensive quality of professional skills of students can be tested through the fulfilment of applied enterprise projects.

CONCLUSION

Film and TV animation and special effect course is easy to learn and is of high applicability and practicality, which is conforming to the target of cultivating talents with application and skills by higher vocational colleges. To improve the employment competence of higher vocational college students and cultivate qualified talents of film and TV special effect, higher vocational college should pay more attention to the training of practical operation capability and practical skills and emphasize the arrangement of film and TV special effects courses according to the features and school characteristics to provide more choices of major and opportunities of employment for students. Improved and reasonable teaching structure should be set to contribute to training of animation talents and vitalizing China's animation industry.

REFERENCES