

Course description (topics)

Title of the course: Animation Research And Design / Visual Storytelling - Storyboarding with composition				
Tutors of the course, contact details: Daniel Gray, danielbenjamingray@me.com				
Code: M-AN-102	Related curriculum (programme/level): MA	Recommended semester within the curriculum: 1	Credit: 15	Number of class hours: 52 (90) Student working hours: 208 (360)
Related codes	Type: seminar, lecture, consultation	Can it be an elective course? No	In case of elective what are the specific prerequisites:	
Course connections (prerequisites, parallelis): Animation Research and Design / General Storytelling Practices <ul style="list-style-type: none">- Filmdramaturgy- Game history and theory- Visual Storytelling – Comics- Visual Storytelling – Storyboarding with composition- Scriptwriting- Studio visit				
Aim and principles of the course: The goal of the course is to familiarise students with the basic elements of composition (lines, shapes, balance) and to analyse images composition techniques From an animation perspective, composition plays a crucial role in storytelling by influencing how the audience perceives and interprets the visual narrative. Composition refers to the arrangement and placement of elements within the frame of an animated scene. It involves the positioning of characters, objects, and backgrounds, as well as the use of visual techniques such as framing, camera angles, and shot types. By effectively utilizing composition techniques, animators can guide the viewer's attention, convey emotions, establish relationships between characters and the environment, and enhance the overall storytelling experience. It helps create a visual language that supports the narrative and brings the story to life in a compelling and engaging way.				
Week 1 1.Introduction to Storyboarding 2. Fundamentals of Composition				
Week 2 1. Dynamic Composition Techniques 2. Analysing examples of dynamic composition in animated films				
Week 3 Composition for Emotional Impact				

Week 4

Advanced Composition Techniques

Week 5 and 6

Refining and Presenting Storyboards

Learning outcomes (professional and general competences to be developed):

Knowledge:

- Understanding the importance of storyboarding in animation
- Learning the rule of thirds and its application in storyboarding
- Understanding the concept of visual hierarchy and its impact on composition
- Understanding the principles of leading lines and framing
- Understanding the use of colour, lighting, and contrast
- Learning advanced composition techniques

Ability:

By the end of the 6-week course, students should have an advanced understanding of storyboarding for animations and how composition can enhance their storytelling abilities.

Attitude:

- attends lessons regularly, completes assigned tasks
- motivated, committed
- initiative, curiosity
- seeking an adequate response to questions raised and problems encountered
- professionally informed, including in the technological field

Autonomy and responsibility:

- Independent problem solving
- Research oriented
- Forward thinking

Topics and themes to be covered in the course:

Storyboarding, Composition, Leading Lines, Framing, Colour, Lighting, Contrast, Asymmetry, Negative Space

Specificities of process organisation / organisation of learning:

Course structure, nature of the individual sessions and their timing (in case of several teachers' involvement, please indicate the distribution of their teaching input:

4 Sept – 9 Oct

Monday, Wednesday

Students' tasks and responsibilities:

Permanent attendance is required along with being prepared to classes. Students have to work on their own projects which they present at the end of the course. Active participation at class is mandatory.

Learning environment: (e.g. classroom, studio, off-site, online, in-company placement, etc.)
Classroom

Assessment:

(in case of more teachers are involved and they evaluate separately, separate assessments per teacher needed)

Requirements to be met:

Active, continuous attendance at consultations and sessions, completing tasks on time and to the expected standard.

Method of assessment: (what methods are used for assessment {test, oral question, practical demonstration, etc.})

Assessment criteria (what is taken into consideration in the assessment):

- quality of project (Content)
 - active participation in lessons; assignments on time, as expected
- at the expected standard (Diligence)

How is the mark calculated (how is the result of each assessed requirement reflected in the final mark? {e.g. proportions, points, weights}):

The course is part of the Animation Research and Design subject. The value of the course within the subject: 37 %

The course must be taken together with all the courses announced within the subject (the courses are listed). If the student obtains an insufficient grade in any course of the multi-course subject or fails one of the courses, the entire subject must be repeated.

Animation Research and Design / General Storytelling Practices

- Filmdramaturgy
- Game history and theory

- Visual Storytelling – Comics
- Visual Storytelling – Storyboarding with composition
- Scriptwriting
- Studio visit

Required Literature:

Recommended Literature:

Other information:

Recognition of knowledge acquired elsewhere/previously/validation principle:

- No exemption from attending and completing the course will be granted,
- Exemptions from the acquisition of certain competences and the completion of certain tasks may be granted,
- some tasks may be replaced by other activities,
- full exemption may be granted.

Out-of-class consultation times and location: by prior arrangement