

## Course Description (Syllabus)

Course Title: Diploma Development (Animation Production II)				
A kurzus oktatója/i, elérhetősége(i): Bánóczy Tibor, Gyulai Anna, Bognár Éva Katinka, Fülöp József, Czákó Judit, Iszlai József				
Code:  M-AN-303 Graduation Project	Related curriculum (programme/level) :  	Recommended semester within the curriculum: 3rd	Credit:	Number of Contact Hours: 16 Individual Student Work Hours: (to be specified)
Related Codes:	Type: Lecture / Practice	Can it be an elective course?	In case of elective what are the specific prerequisites:	
Course Relationships (Prerequisites, Concurrent Courses): Animation Production 3. <ul style="list-style-type: none"><li>- Production scheduling</li><li>- Industry studies</li><li>- Directing</li><li>- Graduation project visual development</li><li>- Anim Workshop</li></ul>				
<b>The aim and principles of the course:</b> During the course, students will develop a production plan for their thesis project. The production plan consists of the following elements: schedule, pipeline, and budget. The completed production plan will help future graduates successfully complete their thesis projects within the set deadlines.				
<b>Learning Outcomes (Professional and General Competencies to be Developed):</b>  <b>Knowledge:</b> <ul style="list-style-type: none"><li>1. Design methodology (design thinking), innovation methods, analytical thinking</li><li>2. High-level theoretical knowledge: film history, film dramaturgy, film analysis</li><li>3. Producer-related knowledge: understands the economic context of animation productions, as well as copyright and ethical standards</li><li>4. Extensive and advanced theoretical and practical professional knowledge of development methods and content development techniques necessary for creating the concept of animation productions (see: topics), and their application in an individual project</li><li>5. Extensive and advanced theoretical and practical professional knowledge of the technologies necessary for executing animation productions and the sub-processes listed in the course topics (e.g. shot planning, storyboard, layout, animatic, previz, editing), and their application in an individual project</li><li>6. Knowledge of film and music, animation and sound, dialogue recording, dubbing, Foley, and mixing</li><li>7. Visual design (character and figure design, visual abstraction)</li><li>8. Theoretical expertise in both traditional (short film, abstract animation, installation, music video) and emerging (AR, VR, 360-degree development,</li></ul>				

world-building, interactive content) animation formats, genres, platforms, and technologies – with a focus on applying theoretical knowledge in research and project development

9. Awareness of the contemporary national and international animation scene and current professional trends, placing these in historical context, and situating one's own work within that context
10. Ability to formulate an independent professional program and develop and execute a related project concept

**Skills:**

1. Able to independently design, develop, and execute projects
2. Able to prepare and deliver presentations, and use rhetoric and pitching techniques effectively
3. Capable of refined professional communication and debate – can formulate, represent, and argue for nuanced opinions on professional matters
4. Able to effectively manage design and production workflows
5. Capable of formulating a personal professional program and situating it within a broader professional context

**Attitude:**

1. Intellectual freedom, authenticity, and a spirit of experimentation and entrepreneurship in creative work
2. Aspiration to create original and self-identical content and to respond to professional challenges in innovative ways
3. Proactive engagement in exploring new cinematic and animation methods and techniques
4. Motivation for self-management of personal projects and presenting them to external audiences
5. Developed critical sense and a discursive approach to professional fields related to one's own work
6. Strong commitment to high-quality and value-oriented creative output
7. Openness and awareness regarding the expansion of professional practice and further training opportunities

**Autonomy and Responsibility:**

1. Autonomy and self-reflexivity in creative activity
2. Responsibility for professionally addressing one's independently formulated questions
3. Conscious participation in animation projects according to one's professional skills and dispositions
4. A proactive creator who, as a member of the professional community, takes responsibility for the community, the values of the field, and its ethical standards

**Topics and Themes to Be Covered in the Course:**

Animation production knowledge, animation producing knowledge, production management, scheduling, budgeting, and production planning.

**Characteristics of Learning and Process Organization:**

**Course Structure, Nature and Scheduling of Sessions** (including division of teaching responsibilities if applicable):

The course begins with an introductory lecture. Following this, students will independently develop the elements of their production plan. In subsequent sessions, students will refine their plans through individual consultations.

**Student Tasks and Responsibilities:**

Participation in the introductory lecture and individual consultations, as well as the completion of all three components of the production plan: schedule, pipeline, and budget.

**Learning**

Classroom.

**Environment:**

**Assessment:**

*(In case of multiple instructors, assessments may be specified per instructor if applicable)*

**Requirements to be Fulfilled:**

Active and consistent participation in consultations and sessions, and timely completion of assignments at the expected quality level.

**Method of Assessment:**

Practical demonstration.

**Assessment Criteria:**

- Level of activity demonstrated during the development of the individual production plans
- Application of creative ideas and problem-solving approaches
- Active participation in consultations
- Quality of execution and completion of the various components of the assignment

**Required Reading:**

Hans Bacher: Dream worlds

Kollarik Tamás és Fülöp József: Animációs körkép

Kollarik Tamás és Fülöp József: Animációs alkotók I. és II.

Kollarik Tamás: Magyar producerek I.

**Ajánlott irodalom:**

Chris Solarski: Interactive stories and video game art

Jesper Juul: Half-real

Additional Information:
<b>Recognition/Validation of Prior or External Learning:</b> <ul style="list-style-type: none"><li>– Partial accreditation/recognition is possible.</li></ul>
Consultation Hours and Location Outside of Class Time: