Course description (topics)

Title of the course: Mentoring in Animation				
Tutors of the course , contact details: Fülöp József, fulop@mome.hu				
<mark>Code: Nincs!</mark>	Related curriculum (programme/level):	Recommended semester within the curriculum: 1.	Credit:	Number of class hours: Student working hours:
Related codes	Type: (seminar/lecture	Can it be an elective course? No	In case of elective what are the specific prerequisites: N/A	
Course connections (prerequisites, parallelis): No				

Aim and principles of the course:
The goal of the course is to provide students with a comprehensive knowledge of the trends, problems and innovations of the various genres through the recent years in the field of animated projects including films and reemerging forms (XR, VR, Games, etc.)

During the course student will analyze recent graduation films and the outcome and results of these works affecting the author's career path.

Analyzing the current state of the animation industry, several successful and failed career paths will help the students foresee the possibilities, advantages and disadvantages in their upcoming works.

An important aspect is that the students will get knowledge and deeper understanding the rules and mechanic of the animation industry (both artistic and the entertainment sector). Discussing the different methods to approach a professional life will develop their ability to pre-analyze their projects towards the graduation year and learn the different methods to start such work. As a preliminary step, we will start thinking about the thesis, preparing the development of the thesis. The aim of the workshop is to strengthen the community, think together, reflect on each other's work.

Having different goals and possible career path, the course aim to analyze wide range of genre, style, which helped the contemporary animation artist to find their way in the animation profession from the arthouse short film to the giant streaming companies animated projects.

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

Knowledge:
- Analytical knowledge of the main trends in contemporary animation world, focusing particularly of graduation works from all over the word.
  - Extensive and high-level theoretical and practical professional knowledge of the development methods and content development methods necessary to create the concept of animation productions (see: topics),
  - Knowledge of the contemporary domestic and international animation environment
  - Formulation of an independent artistic program, development and implementation of related project concept

Ability:
- Able to design, develop and implement projects independently
- Capable of sophisticated professional communication and debate
- Formulating, representing and arguing nuanced opinions on professional issues
- Formulating individual professional program and place it in a broader professional context

Attitude:
- Strive to create original content, to respond to professional challenges in a new way

- Activity in the search for new motion picture and animation methods and techniques

- Strong demand for a high quality and value orientation of one's own creative activity

- Openness and awareness in expanding the practice

- A commitment to learning about contemporary cinema and its creators.

- Openness to new knowledge, perspectives and methods.

Autonomy and responsibility:
- Seeks to form an authentic opinion.

- Independently oriented and able to carry out the tasks assigned.

Topics and themes to be covered in the course:

- Different forms and genres in animation
- Graduation works through the eye of a producer /programmer, / curator
- Carreer paths

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:

Weekly seminar.

Students' tasks and responsibilities:
Permanent attendance is required. Active participation at class is mandatory.

Learning environment:
Classroom

Assessment:
(in case of more teachers are involved and they evaluate seperately, 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. Watching films.

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):

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

● attendance at classes

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,

Out-of-class consultation times and location