Course description (topics)

Title of the course: KAFF ID

Tutors of the course , contact details: Júlia Farkas

Code: B-AN-401	Related curriculum (programme/level):	Recommended semester within the curriculum:	Credit:	Number of class hours: Student working hours:	
Related codes: ER-MOME- BA-242502- 01	Type: (seminar/lecture/class work/consultation, etc.)	Can it be an elective course?	are the s	In case of elective what are the specific prerequisites:	

Course connections (prerequisites, parallelis):

Aim and principles of the course: The goal and principles of the course: The aim of the course is for students to create short, maximum 15-second KAFF ID animations that visually and narratively highlight the festival's identity. The course will be carried out in a practical framework, with a particular focus on creativity and technical solutions.

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

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Characteristics of short-form animated works. Visual communication elements of festivals.

Skills: Short storytelling. Developing a unique and attention-grabbing visual style.

Effective application of animation workflow.

Attitude: Creative independence and teamwork, accuracy, and adherence to deadlines. Autonomy and responsibility: Implementing one's own ideas during animation production.

Topics and themes to be covered in the course:

- Short narratives for identification animations.
- Basics of visual identity design.
- Animation techniques for festivals.

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:

Students' tasks and responsibilities:

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

- Animation techniques for festivals.
 1.Specifics of learning organization/process organization:
 2.First stage
- Searching for and analyzing inspirational sources.
- Choosing a topic and creating a storyboard.
- Character and background design.
- 3. Second stage
- Initiating and testing the animation workflow.

- Creating an animatic.
- Solving technical problems.
- 4.Third stage
- Finalizing the animations.
- Preparing a professional presentation.
- Presenting the completed works by the March deadline.

Assessment: Requirements to be fulfilled: Assessment method: presentation Assessment criteria (what we consider in the evaluation): • Creativity and originality. • Technical execution.

• Alignment with the festival's identity.

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