

Name	Animation Production II. - Diploma Development
Codes	M-AN-303 Diploma Development
Host	MA School
Location	Classroom/Studio or workshop/ External venue/ Online

Course info			Subject info			
Course Type	Contact hours	Home study hours	Comprehensive Subject	Subject type	Semester	Subject credit value
consultation	104				3	

Recommendation
Animation MA2 students

Short description
Throughout the course, students receive support through individual consultations to further develop and execute their thesis projects, guided by faculty members from various specializations within the department. The main focus areas include: animation directing, dramaturgy / mise – scene, scene- and character development, acting, developing animatic, cinematography and blocking. The objective of the course is to deepen directorial knowledge that supports the development, pre-production, and production of independent thesis projects. In addition to supporting project development, the consultations cover theoretical knowledge of fundamental cinematic tools, as well as practical advice on preparing layouts and backgrounds, and communicating effectively with animators and crew members.

Teachers				
Name	Contact information	Teaching hours	Short BIO	Open hours
Balogh Fábán	baloghfabai@mome.hu	100		
Bánóczy Tibor	banoczki.tibor@mome.hu	30		
Bognár Éva Katinka	bognar.eva.katinka@mome.hu	40		
Brovinszki László	brovinszki@mome.hu	36		
Czakó Judit	czako.judit@mome.hu	40		
Farkas Júlia	farkas.julia@mome.hu	10		
Fülöp József	fulop@mome.hu	60		
Gyulai Anna	gyulai.panni@mome.hu	100		

Sipos Orsolya	sipos.orsolya@mome.hu	60		
Dr. Vincze Zsuzsanna	vincze.zsuzsanna@mome.hu	42		

Course scheduling			
Course format			Weekly class appointments
group and individual consultations according to a pre-announced schedule			
Details of each session’s type and schedule, showing the teacher’s role			
Week	Date	Weekly educational content	Studio/workshop
1		consultation	
2		consultation	
3		consultation	
4		consultation	
5		consultation	
6		consultation	
7		consultation	
8		consultation	
9		consultation	
10		consultation	
11		consultation	
12		consultation	
13		consultation	

Course completion requirements, prerequisites, and evaluation				
Students' duties				
Requirements, assignments	Form of evaluation	Evaluation criteria	Deadline	% in evaluation
Requirement 1...				
Requirement 2...				
General requirements				
e.g. eligibility criteria for the exam, free-form description				

Course materials and literature
Mandatory literature
Course notes and presentations
Recommended literature

Learning outcomes

Knowledge	Design methodology (design thinking), innovation methods, and analytical thinking Advanced theoretical knowledge: Film history, film dramaturgy, and film analysis Producing skills: Understanding the economic context, copyright/IP regulations, and ethical standards of animation productions Extensive theoretical and practical expertise in the development methodologies and content creation approaches (see topics) required to establish concepts for animation productions, and their application within an independent project Extensive theoretical and practical expertise in the technologies required for executing animation productions and the specific sub-processes listed in the course topics (shot planning, storyboarding, layout, animatic, previz, editing), and their application within an independent project Film and music, animation and sound: Dialogue recording, dubbing, Foley, and mixing Visual design: Character design, figure design, and visual abstraction Theoretical literacy regarding traditional forms, genres, platforms, and technologies (short film, abstract animation, installation, music video) as well as emerging ones (AR, VR, 360-degree development, world-building, interactive content)—and the practical application of this theoretical knowledge in research and project development Knowledge of the contemporary local and international animation landscape and ongoing industry trends, contextualizing them historically, and positioning one's own work within a professional context Formulating an independent professional vision, along with developing and executing a corresponding project concept
Skills	Capable of independently conceptualizing, developing, and executing projects Able to create and deliver presentations, effectively utilizing rhetoric and pitching techniques Capable of sophisticated professional communication and debate—formulating, representing, and advocating for nuanced opinions on professional matters Able to effectively manage design and production workflows Able to articulate an independent professional vision and place it within a broader professional context
Attitude	Intellectual freedom, authenticity, an experimental drive, and an entrepreneurial spirit in creative pursuits A commitment to creating original, authentic content and addressing professional challenges through innovative solutions

	Proactiveness in exploring new moving image and animation methods and techniques Motivation to self-manage one's work and present it effectively to the outside world A mature critical faculty and a discursive approach toward professional fields related to one's work A strong commitment to maintaining high standards of quality and value orientation in one's creative output Openness and intentionality regarding opportunities for professional practice and continuous learning
Autonomy and Responsibility	Autonomy and self-reflexivity in creative practice Accountability in professionally addressing one's independent inquiries and research questions Intentional engagement in animation projects aligned with one's professional skills and disposition A proactive creator who, as a member of the professional community, takes responsibility for the community, as well as the values and ethical standards of the field

Exemption
No exemption may be granted from participation in or completion of the course. Exemption may be granted from completing certain tasks or attending specific sessions. Certain tasks may be replaced by equivalent activities. Full exemption may be granted The student must discuss the details of a full or partial exemption with the instructor and the programme lead.

Curricular connections		
Subject	Parallel courses	Course proportion in subject
Subject prerequisites	Special subject prerequisites	Is it available as an elective?
		Yes/No

Guidelines and rules for the use of artificial intelligence in the course
The use of artificial intelligence at the university is subject to the Artificial Intelligence and Plagiarism Policy of the Moholy-Nagy University of Arts.

Materials needed for the course	Who provides the materials?
Material requirement 1	Tech Park / Programme / Student / Other
Material requirement 2	Tech Park / Programme / Student / Other

Other information, comments
This course, and the activities carried out during it, fall under the scope of Section 6 (1) of the University's Intellectual Property Management Regulations, effective September 1, 2021. Accordingly, participating students will enter into an agreement with the University in line with Section 6 (3) of the Regulations, including the transfer of economic and usage rights of intellectual creations produced during the course to the University under the terms specified in the contract. Furthermore, the student is obligated to maintain full confidentiality regarding the entire course—especially concerning the subject of the course, the activities, the works, creations, and other results, as well as the circumstances of their creation—and may not disclose, publish, or make any information public, except as otherwise specified in a signed written agreement necessary for completing the course. Acceptance of these conditions is a prerequisite for enrolling in the course. By selecting the 'Course Registration' option, the student acknowledges awareness of these conditions and agrees to participate in the conclusion of the relevant agreement.