Course Thematics

Title: Taste of Animation

Tutors of the course, contact:
Panni Gyulai gyulai.panni@mome.hu, Fábián Balogh baloghfabi@mome.hu

Code: ER-ANIM-BA-212202-01	Curriculum place:	Recommended semester:	Credit: 5	Number of 36 Lessons: Student working hours: 114
Related Codes:	Type: seminar/practice	Can I add as custom?	In case of free choice, special prerequisites:	

Course relations (prerequisites, parallels):

The aim of the course:

The aim of the course is to give a basic insight into the world of animation. At the beginning of the semester all students will have to give a lecture about themselves, what they are interested in and what inspires them, to get to know each other better. There will be lectures, workshops and small tasks in every class and one-on-one meetings. The main assignment of the course is a group project based on a given topic solved with an animation technique. Previous animation experience is not required

Principles of the course:

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

Knowledge:
-students have a basic understanding of their own field, and have a keen interest towards the connections between other professional fields such as info technology, economy, health care etc., and interested in other topics like culture, futurology, technology, cinematic art, literature, music, ecology

Ability:
-self sufficient, confident to work independently
-designing and managing their own work

Attitude:
-aspire to use interdisciplinary solutions
-being conscious about the impact of their work regarding social, economic, cultural aspects

Autonomy and responsibility:

Topics to be processed within the course:
research, moodboard, adaptation, developing a concept

Peculiarities of learning organization / process organization:

Students' tasks:

1. At the beginning of the semester all students will have to give a lecture about themselves, what they are interested in and what inspires them.
2. The main assignment is a group project based on a given topic solved with an animation technique.

Learning environment: classroom, online

Evaluation:

Calculation of grade: (weights of the achievements, assignments; ranges of rates or points)
The final grade includes: active participation in the classes, lecture, group assignment

Requirements to be met / Presentation showing:

Evaluation method:

Evaluation criteria:

Calculation of grade:

Weights of the achievements, assignments; ranges of rates or points
The final grade includes: active participation in the classes, lecture, group assignment

Required reading:

Further information:
Recognition validation of knowledge acquired previously:
Extracurricular consultation dates and locations: