# Syllabus

| Course title: Animation warm-up for international students |
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| Language of instruction: English <br> Study year and semester: Autumn 2021/22 |

| Course coordinator(s) / lecturer(s): Éva Katinka Bognár |
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| Contact details: bognar.eva.katinka@mome.hu |

| Level and Code: ER-ANIM-BA-20212201-01 | Position in the Curriculum: | Recommended semester: | Credits: 10 | Teaching hours: Student workload: |
| --- | --- | --- | --- | --- |
| Related codes: | Type: **combined** | Is it open to sign-up as an elective?  yes | Specific pre-conditions to sign-up as an elective: <br><br> max. 18 students from Animation, Photography, Graphic Design and Media design Department, international students only | |

Interlinkages: (prerequisites, parallel units)

Aims and Principles:

A practical course that teaches the basic principles of animation project development through small individual and group  exercises. The focus is on searching and experimenting with ideas that might be building blocks of later projects. The course aims to lead students towards  developing one of their own ideas to a project proposal, depending on their individual skill level.

Intended learning outcomes  (professional and transitive competencies):

Knowledge:

principles of animation, animation project research and development methods
contemporary animation, basic animation and film terminology
animation techniques, history of animation, genres and formats in animation

Skills:
animation project development, animation, motion design
character design and character development
editing, sound design, expressing emotion through movement
writing & visual design for animation, presentation

Attitudes/attributes:
creative and constructively critical approach, co-operation with other students

Autonomy and Responsibility:
taking responsibility for own project
co-operation and active participation in group projects

Course content (topics and themes):

Some of the propsed exercises are subject to change based on the group's skill level and the time required to complete tasks.

- defining and re-defining animation, discussion of personal motivations and artistic backgrounds

- the principles of animation, basic techniques, analogue, digital and hybrid ways to create animated content

- loops, cycles, playing around with basic sound design

- character design and character development exercises

- playing  around with an ideas: genres, formats and platforms

-  individual consultations on selected projects

Specificity of the learning process:

short exercises in animation,
individual and group research
students work on their own ( or in groups)  outside classes

Teaching method:

group cand individual onsultation, presentation, creative exercises

lectures, student presenations

Schedule:

11 classes during the semester on week  2, 3, 4, 5, 6, 8, 9, 10, 11, 12, 13,

**13:40- 18:00 mondays**

Assessment:

Assignments:
Student are requied to work on their creative and research  assigments outside class
All students are required to actively participate in group work and during class discussions, and they are required to share their research and artwork with the group
Everyone is also required to hand in a 1 page essay on a topic discussed in class at the end of the semester

Assessment method:
1-5 grading

Assessment criteria:

activity level and participation in class
quality of research work and  artistic level of work presented in the class
individual development

Calculation of grade: (weights of the achievements, assignments; ranges of rates or points)
activity level and participation in class
quality of research work and  artistic level of work presented in the class
individual development

Recommended readings:

Dream Worlds: Production Design for Animation by Hans Bacher

Further readings, documents, sources:

Additional information:

This  course is open to non-animation students wishing to experiment with new techniques and looking for a new outlet for their creativity.

You are a 100% welcome to take this course if you have little (or no) experience in animation, if you accept that it's your responsibility to find extra resources online if needed, and if you're willing to do necessary additional research on your own.
Of course we'll do our best to help you find solutions, but this course focuses on developing creativity and playing around with ideas through short exercises  - please note that it's **not a technical course teaching you the basics of character animation, motion design, or how to use different animation softwares.**
It's also necessary to have your own computer to work on, and to acqure the softwares  you want to use.
( There are no specific requirement regarding softwares, and you can focus on analuge and open source solutions as well. )

Prior learning recognition (based on application):
- *recognition is not applicable*
- *partial recognition may apply*
    *full recognition may apply*

Schedule and venue for personal consultation: