**PROJECT DESIGN SKILLS**

**BA2**

**2020/2021 2**

Moholy-Nagy University of Arts and Design

Practical class

Practical grade based on a scale of 1-5

Credit: 10

Tutors: Melinda Kádár

Course code: ER-ANIM-BA-202102-02

**The aim and principles of the course:**

The aim of the course is to further expand students’ knowledge of designing and producing animated content. Within this, students learn about individual and team development, as well as production exercises. Students will be assigned the creation of a short animation, using no cuts, only the morph technique. The process of producing animation, project development and management are also the topics of the course. Their knowledge of animation techniques will expand, as well as their knowledge on compositing and rendering, as these are also included in the curriculum in connection with digital technologies.

**The process of the course, the nature of each session and their schedule:**

* Week 2: lecture on morph animation techniques, examples, possibilities
* Weeks 3.-7.: development phase of the morph animations, coming up with the concept, visual style, animatic within individual consultations
* 8-14. week: production of morph animations

**Students' tasks and assignments:**

* an animated short film made with morph technique between 30-60 seconds, the theme of which is either arbitrary or uses as a basis the qualities and symbolism available within the Western zodiac

**Assessment method: practical demonstration at the end of the year**

**Evaluation criteria:**

* active participation in exercises, application of creative ideas, search for solutions. The quality of completed assignments. Diligence, progress made, and quality of content.
* active participation in consultations, the quality of the various subtasks completed.