Course description (topics)

Title of the course: Light-hearted loop madness				
Tutors of the course , contact details: Melinda Kádár kdrmlnd@gmail.com				
Code:	Related curriculum (programme/level):	Recommended semester within the curriculum: MA 1st sem.	Credit:	Number of class hours: Student working hours:
Related codes	Type: (seminar/lecture/class work/consultation, etc.)	Can it be an elective course?	In case of elective what are the specific prerequisites:	
Course connections (prerequisites, parallels):				

Aim and principles of the course:

Loops are the animator's chromatic scale. They can be used to experiment, flesh out ideas, or just have fun. Intricate works can be made using only loops, or they can be made fast and loose, resulting in a complete piece of animation done in just a couple of hours.

The purpose of this course is to familiarize students with the different techniques, tips, and tricks of hand-drawn loops — a knowledge that they can then carry into most of their animation projects.

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

Knowledge:
- familiarity with the concepts of timing and spacing in animation
- different approaches to creating a looping animation
- knowledge of the basic animating and looping tools of TvPaint

Ability:
- can sketch and execute ideas in a short amount of time
- can study references to identify techniques used

Attitude:
- curiosity
- willingness to experiment
- will do it quick and dirty

Autonomy and responsibility:
- biting off more than one can chew, then chewing it
- working to complete the animation beyond the confines of the classroom

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Topics and themes to be covered in the course:

During the course we will look at both very simple techniques (e.g. easiest way to draw a fluttering textile) and more elaborate, eye-catching tricks (e.g. match cut shape morphs, weaving loops, etc.)

The course is ideal for students still familiarizing themselves with the ins and outs of TvPaint, but also for those who would like to deepen their knowledge in both the software and the animated loop as a genre.

Specificities of process organization / organization 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:
- this is a practical course: there are no individual sessions per se, but the students create loops tailored to their own individual knowledge level, that we then develop as the course goes on

Students' tasks and responsibilities:
- conceive and execute animated loops in TvPaint or other software

Learning environment: (e.g. classroom, studio, off-site, online, in-company placement, etc.)
- classroom equipped with projector and digital drawing stations, either PC, tabler, or school workstation

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Assessment:
(in case of more teachers are involved and they evaluate separately, separate assessments per teacher needed)

 Requirements to be met:
- students must have an assortment of completed looping animations by the end of the course

Method of assessment: (what methods are used for assessment {test, oral question, practical demonstration, etc.})
- presentation

 Assessment criteria (what is taken into consideration in the assessment):
- measure of gained understanding
- measure of activity throughout the course

How is the mark calculated (how is the result of each assessed requirement reflected in the final mark? {e.g. proportions, points, weights}):
- attendance
- activity

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   - at agreed upon time and place