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: BA	Recommended semester:	Credit: 5	Number of Lessons: 44 Student working hours: 106
Related Codes:	Type: seminar/practice	Can I add as custom? No	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:

Discover Budapest through the eye of animation! The task for the semester is to work in groups, and come up with an animation project related to Budapest, based on your experiences and observations! Through the task students will have the chance to get an idea about how to develop an animation project without too many limits or regulations. Students are encouraged to experiment with techniques and the narrative. The outcome of the course should be a maximum one minute long animation short with sound.

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

Knowledge:
Visual design (character and figure design, visual abstraction)
Basic tools for visual storytelling, storyboarding
Theoretical knowledge of traditional animation forms focusing on hungarian animation

Ability:
Ability to design, develop and implement projects in groups

Ability to communicate and debate in a sophisticated professional manner - to formulate, represent and argue a nuanced opinion on professional issues

Attitude:
Intellectual freedom, authenticity, experimentation and entrepreneurship in creative work
Openness and awareness of the need to expand opportunities for professional practice and further training
Autonomy and responsibility:
autonomy and self-reflexivity in creative activity
Conscious involvement in animation projects according to professional skills and habitus

Topics to be processed within the course:
brainstorming techniques, storyboarding, plein air, visual development, animation techniques, camera shots, camera framing, camera angles movements, animation design

Peculiarities of learning organization / process organization:

Students' tasks:
work in groups on the main assignment, personal presentation of oneself, active presence on classes
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:
Oral presentation of the main assignment on the final presentation

Evaluation criteria:
-carrying out the task on time
-personal growth
-active presence at classes, consultations
-diligence

Calculation of grade:
3 grades for content, diligence, evolution, and the arithmetic average gives the final grade

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