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| Course Title | Animation | | | |
| Course Code | EAN | | | |
| Course Type | Elective | | | |
| Level | Bachelor | | | |
| Year / Semester | 2nd / Fall | | | |
| Teacher's Name | Polina Papantoniou-Fournari | | | |
| ECTS | 6 | Lectures / week | 3 | Laboratories / week |
| Course Purpose and Objectives | <p>Core purpose: Approaching pre-production and design for animation, and different animation production techniques – 2D hand-drawn, 2D digital, 3D digital and stop-motion.</p> <p>Objectives:</p> <ul style="list-style-type: none"> • Experimentation with design, technique, content and format. Exploring areas such as performance, installation, interactive, projection mapping, short film or documentary. • Understanding of the software, workflow and pipeline principles used to bring to life digital worlds and characters. • Learning to create through digital techniques, characters, objects, environments and effects. | | | |
| Learning Outcomes | Conceiving animation as no longer restricted to conventional formats. Students will be encouraged to investigate formats and explore outcomes beyond the traditional modes associated with animation - such as installation, virtual reality (VR), augmented reality (AR), live performance, projection mapping, short film documentary to equip graduates with the ability to offer multi-disciplinary solutions. | | | |
| Prerequisites | NONE | Required | None | |

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| Course Content | <ol style="list-style-type: none"> 1. Animation production in a broad context, providing an intensive and team-based experience 2. Dealing with emerging technologies such as Virtual Reality (VR), Augmented Reality (AR), and Mixed Reality (MR). 3. Drawing as a key skill that informs all aspects of your subject knowledge and technical expertise. 4. Development of communication and presentation skills so as to articulate ideas to colleagues and clients in a professional context. 5. Learning to create through digital techniques, characters, objects, environments and effects |
| Teaching Methodology | <p>Project briefings Visual Presentations E-learning Presentations & Tutorials Studio based and other workshops Group critique Individual or group project preparation</p> |
| Bibliography | <p>Bancroft, Tom, Creating Characters with Personality, New York: Watson-Guptill, 2006 Graber, Sheila, Animation: A Handy Guide, London: A. & C. Black, 2009 Honess Roe, Annabelle, Animated Documentary ,Houndmills, Basingstoke, Hampshire: Palgrave Macmillan, 2013 Grabe</p> |
| Assessment | <p>Class Participation 20% Experimentation and Analysis 30% Project production and formation 30% Time management and Presentation 20% Total: 100%</p> |
| Language | English |