

Course Title	Animation				
Course Code	EAN				
Course Type	Elective				
Level	Bachelor				
Year / Semester	5th, 6th, 7th or 8th semester				
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	<p>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.</p>				

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



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CYPRUS AGENCY OF QUALITY ASSURANCE AND ACCREDITATION IN HIGHER EDUCATION



Language	English
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