

Course syllabus

Animation, del 1, 7,5 högskolepoäng *Animation, part 1, 7.5 credits*

Course Code: FM130A
Department: Department of Film and Media
Grading Scale: Fail, Pass
Education:
Program Course, Semester 1

Education cycle: Second cycle

Subject Group: SM1
Course Classification:
Media 100%

Main Field of Study: Performing arts and media
Progressive specialisation: AXX

Part of Master's Programme in Film and Media,
specialisation Animation
Established by: Committee for decisions on course
and education plans at the first and second cycle
within the departments of film and media, performing
arts and acting
Date of Decision: 2020-06-16
Date of Revision: 20XX-MM-DD
Valid from: Autumn semester 2020

Entry Requirements

General Entry Requirements: for studies at the second cycle.

Specific Entry Requirements:

- Degree of a Bachelor of fine arts or for the programme other relevant Bachelor Degree
- English 6
- Pass on the qualification test showing artistic ability in the specialisation applied for.
- 15 credits and a degree project within, for the specialisation applied for, a relevant specialisation from the Bachelor's programme in Film and Media, or equivalent

Selection

Students admitted to the programme/specialisation above are guaranteed a place in the class.

Language of Instruction

The main language of instruction is English.

Aim

The aim of this course is for the students to further develop their animation skills and express themselves in a communicative and artistic manner whilst working from a pragmatic approach within a given time frame.

Course Content

In this course, the students are asked to choose a specific animation technique for in-depth learning and study. During the first half of the course, the students are encouraged to explore the work process, make mistakes, evaluate their time as well as artistic quality and animation expression. During the second half of the course, the students produce a short animation in their

chosen technique. Course work includes reviews of animation principles and associated exercises.

Teaching Forms

Lectures, practical exercises, group work, tutorials and seminars.

Intended Learning Outcomes

After completing the course the student is able to:

- demonstrate knowledge and proficiency in at least one advance level animation technique,
- demonstrate knowledge of animation workflow and production methods by completing a short animation production within a given time frame,
- demonstrate general knowledge of different animation techniques and their advantages and disadvantages in terms of production and expression.

Examination

Examination takes place in the form of oral presentations to the group midway through and at the end of the course.

Examination also takes place in the form of a written assessment.

If a student has a decision from Stockholm University of the Arts about special pedagogical support due to functional variance, the examiner can decide on alternative forms of examination in consultation with the student.

Course Requirements

Grading Criteria

For the grade pass: The student has achieved the specified learning outcomes.

For the grade fail: The student has not achieved the specified learning outcomes.

Study material

Williams, Richard (2012). The animator's survival kit. Expanded ed. London: Faber and Faber

AlanBeckerTutorials. (2017) 12 principles of animation (Official full Series).

<https://www.youtube.com/watch?v=uDqjIdI4bF4> (2020-06-08)

A compendium of different animation techniques is handed out at the start of the course.

Course evaluation

The Course is evaluated in accordance with Guidelines for course evaluations (Riktlinjer för kursvärderingar).

Replaces a previous course

The Course replaces -.

Overlaps another course

The Course overlaps, and cannot be included in a degree together with -.

Other terms and conditions

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