

Course syllabus

Animation, del 2, 7,5 högskolepoäng *Animation, part 2, 7.5 credits*

Course Code: FM131A
Department: Department of Film and Media
Grading Scale: Fail, Pass
Education:
Program Course, Semester 2

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:

Animation, part 1

Admitted to the programme/specialisation above

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 gain in-depth knowledge of animation and at least one chosen animation technique. The students are prepared for their own artistic practice in a professional context.

Course Content

Course work includes reviews of advance level animation techniques and animation principles. The students gain a further understanding and practical knowledge of animation through individual work and tasks. The course also incorporates working with animation techniques within the context of group work.

Teaching Forms

Seminars, lectures, practical group exercises, tutorials and study visits.

Intended Learning Outcomes

After completing the course the student is able to:

- 1. demonstrate knowledge of at least one animation technique at a level that corresponds with industry requirements in terms of expression, artistic creativeness and communication but also, in terms of production and within a given time frame,
- 2. demonstrate a general knowledge of the history of animation,
- 3. be able to describe in more detail the more common animation techniques and the methods used to produce these, aspects of artistic expression and to compare the advantages and disadvantages of different animation techniques and production methods.

Examination

Examination takes place at the end of the course in the form of an oral presentation to the group and submission of animation work. Applies to Intended Learning Outcome 1.

Examination also takes place in the form of a written test. Applies to Intended Learning Outcomes 2 and 3.

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
The History of Animation. https://en.wikipedia.org/wiki/History_of_animation (2020-06-08)

Reference literature

Bendazzi, Giannalberto (2015). Animation: a world history. Volume 1 Foundations - the Golden Age. New York: Focal Press

Bendazzi, Giannalberto (2015). Animation: a world history. Volume 2 The birth of a style - the three markets. New York: Focal Press

Bendazzi, Giannalberto (2015). Animation: a world history. Volume 3 Contemporary times. New York: Focal Press

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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