



# **DESCRIPTION AND SYLLABUS**

| Name of the subject in Hungarian:                           | Animation Design 1.                                 |
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| Name of the subject in English:                             | Animation Design I.                                 |
| Credit value of the subject:                                | 5   |
| The code of the subject in the electronic study system:     | BN-ANDES1-05-GY                                     |
| Classification of the subject:                              | Obligatory  |
| Language of instruction (in case of non-Hungarian courses): | English   |
| Institute or department responsible for the subject:        | -   |
| Course type and number of contact hours:                    | Practical, class per week: 4, class per semester: 0 |
| Mode of study: (Full-time / Part-time):                     | Full-time training                                  |
| The semester in which the subject is open for registration: | 2022/2023 1st semester                              |
| Prerequisite(s):  | -   |

### THE PURPOSE OF THE SUBJECT, LEARNING OUTCOMES:

During the semester, students are introduced into the basic principles, main stages and procedures of animation design workflow. They practice the basic use of visual storytelling and the use of sounds and sound effects to aid narrative. As a result of completing the course, they will be able to confidently apply the main principles and steps of the animation creative process.

### SUMMARY OF THE CONTENT OF THE SUBJECT

During the semester, students will learn about the process and main aspects of the creative workflow used in animation design. Through a practical task, they will experience the phases of developing a film idea and preparing the project for production (synopsis, storyboard, animatic). They will also acquire the basics of film language (shots and camera movements). By the end of the semester, an approximately 1-minute animatic will be created with a well-defined visual style and sound. The works will be created using the classic design process and considering the characteristics of the animation genre.

### STUDENT'S TASKS AND PLANNED LEARNING ACTIVITIES:

Story development, creating visual and character design. Producing an animatic with sound.

### **EVALUATION OF THE SUBJECT:**

Evaluation's criteria:

- completion of subtasks on time
- preparation of the task at the end of the semester
- creativity, quality, and technical elaboration of the completed works
- communication with the teacher and other students, cooperation

#### Grading:

- 91-100%: excellent

- 81-90%: good

- 66-80%: satisfactory

- 51-65%: pass - 0-50%: fail

The evaluation is based on the semester activity, the completed tasks and the presentation





at the exam. The student receives a grade at the evaluation, and permanent feedback from the teacher during the semester.

## **OBLIGATORY READING LIST:**

- Beaumont, Laura; Larson, Paul: Writing for Animation, Bloomsbury Academic, 2021
- Whitaker, Harold; Halas, John: Timing for Animation, Taylor & Francis Ltd, 2021

### **RECOMMENDED READING LIST:**

- Williams, Richard: The animator's survival kit: Expanded edition. Faber and Faber, 2009
- Bishop-Stephens, Will: How to Create Animation in 10 Easy Lessons, Walter Foster Jr, 2016