Appendix 1 to curriculum for the Professional Bachelor's Degree Programs in Animation and Graphic Storytelling

The Animation Workshop

September 2022
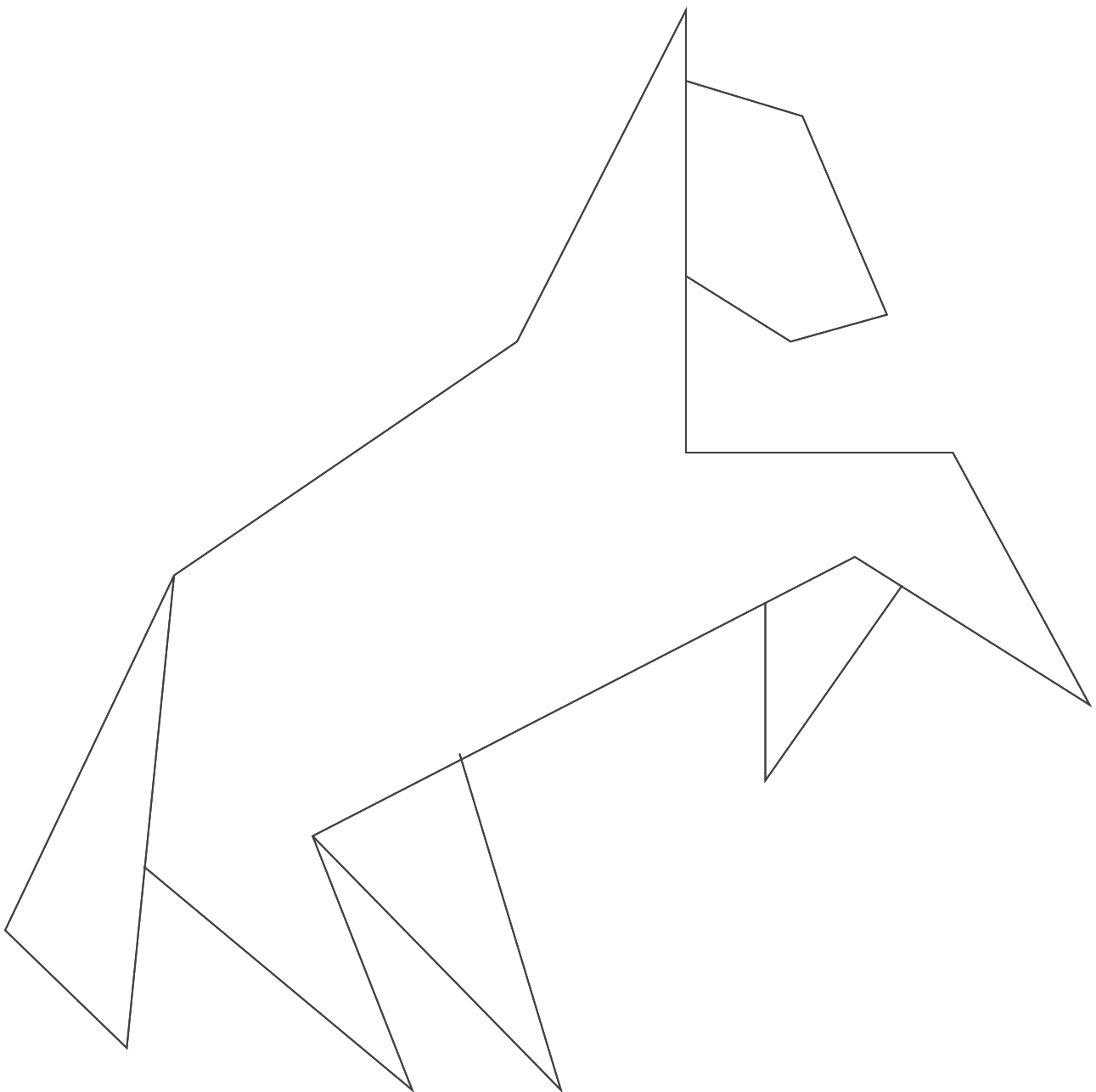
CONTENT

1   Elective Elements in the PBA in Graphic Storytelling

In order to complete the PBA in Graphic Storytelling, students must complete four elective elements, each equivalent to 5 ECTS credits. The placement of the elective elements in the program structure is specified in the curriculum for the Professional Bachelor's Degree programs in Animation and Graphic Storytelling in the section on placement of program elements and internship.

Electives must provide students with the opportunity to enhance their study and professional skills through the personal tailoring of their degree and by adding new perspectives within areas broadly related to the core areas of the course program.

Availability of the different electives listed below will be based on number of students and available teachers.

The students can choose between the following electives as described below:

- Layout Basics
- Production set-up and Convention Prep
- Animation and Game Production Basics
- Consulting on Animation and Game Productions
- History of Art before 1850
- History of Art after 1850
- "House Style"
- Animation Basics

1.1 Layout Basics

During the two weeks of the elective, students will become familiar with the basic principles of graphic work, including typography, and will be introduced to relevant software.

Learning Objectives

- **Knowledge**
  Students should acquire knowledge of:
    o   basic principles of design and layout
    o   working procedures used in connection with graphic work
    o   relevant software.

- **Skills**
  Students should acquire the skills to:
    o   use relevant software.

- **Competences**
    o   Students should develop competence to:
    o   maintain an overview of a large graphic production
    o   choose fonts, template layout and other elements to create the right solution
    o   work independently with layout.

ECTS Credits

The elective is equivalent to 5 ECTS credits. The course program is equivalent to a total of 240 ECTS credits.

Exam

The learning objectives of the elective are tested at the following exams: At the 1st year exam at the end of the 2nd semester (if the student has taken the elective on the 2nd semester) or at the 3rd year exam after the end of the 6th semester (if the student has taken the elective on the 6th semester. Please see the section about exams in the Curriculum for the Professional Bachelor's Degree Program in Graphic Storytelling for more details.

1.2 Production set-up and Convention Prep

This workshop focuses on the students creating original small print run publications using only readily available production facilities. The students create small comics with a focus on the artefact: a publication with interesting production values (format, cut-outs, paper quality etc.) on a simple production line that they should be able to afford on their own in their professional future.

Furthermore, the workshop focuses on budgeting a print-run, both on a simple set-up and on a professional offset printer. The students will learn how to calculate a print price and thereby set a realistic sales price.

Finally, the workshop also touches upon how to table at a comic convention: how to sell your own zines, how to meet people and make the right connections.

Learning Objectives

- **Knowledge**
  Students should acquire knowledge of:
    o   print basics
    o   setting up a production line with simple and/or readily available facilities
    o   how to construct a print budget
    o   different kinds of printing options (laser print, jet ink, offset etc.)

- **Skills**
  Students should acquire the skills to:
    o   create complex publication on a simple production set-up
    o   plan and follow through on a zine production
    o   create a budget for the publication on different production set-ups

- **Competences**
  Students should develop competence to:
    o   make rational production and publication decisions based on budget, creative angle and goals

ECTS Credits

The elective is equivalent to 5 ECTS credits. The course program is equivalent to a total of 240 ECTS credits.

Exams

The learning objectives of the elective are tested at the following exams: The 3rd year exam after the end of the 6th semester. Please see the section about exams in the

Curriculum for the Professional Bachelor's Degree Program in Graphic Storytelling for more details.

1.3 Animation and Game Production Basics

The focus of this elective is for the student to build up knowledge about and skills to work within the related fields of animation, video games, apps etc. The elective introduces the students to Background Design, Character Design and Storyboarding.

Learning Objectives

- **Knowledge**
  Students should acquire knowledge of:
    - basics of Background Design for animation
    - storytelling in Background Design
    - basics of Character Design for animation, videogames, apps
    - basics of Prop Design for animation, videogames, apps
    - working within a pipeline production for animation, videogames, apps.

- **Skills**
  Students should acquire the skills to:
    - create original Background Designs for animation
    - create original Character Designs for animation, videogames, apps.
    - create original Prop Designs for animation, videogames, apps.
    - working from a brief
    - working within an established graphic universe.

- **Competences**
  Students should develop competence to:
    - identify their own role in a production within animation, videogames, apps.

ECTS credits

The elective is equivalent to 5 ECTS credits. The course program is equivalent to a total of 240 ECTS credits.

Exams

The learning objectives of the elective are tested at the following exams: The 3rd year exam after the end of the 6th semester. Please see the section about exams in the Curriculum for the Professional Bachelor's Degree Program in Graphic Storytelling for more details.

1.4 Consulting on Animation and Game Productions

The students enter into a close collaboration with students from PBA in Animation on the final animation and game productions. The Graphic Storytelling students mainly consult on story development, story design and storyboarding.

Learning Objectives

- **Knowledge**
  Students should acquire knowledge of:
    - working within a pipeline production for animation, videogames

o   planning and scheduling on animation and videogame productions.

- **Skills**
  Students should acquire the skills to:
    o   utilizing skills as Graphic Storytellers in animation and videogame productions.

- **Competences**
  Students should develop competence to:
    o   identify their own role in a production within animation, videogames, apps.

ECTS credits

The elective is equivalent to 5 ECTS credits. The course program is equivalent to a total of 240 ECTS credits.

Exams

The learning objectives of the elective are tested at the following exams: The 3rd year exam after the end of the 6th semester. Please see the section about exams in the Curriculum for the Professional Bachelor's Degree Program in Graphic Storytelling for more details.

1.5 History of Art before 1850

In this elective, students work intensively with a visual storyteller representing early history of art (the period from historical time to approx. 1850) across different media (comics, visual art, illustration). Students should write a paper about the artist chosen.

Learning Objectives

- **Knowledge**
  Students should acquire knowledge of:
    o   a specific visual storyteller and his or her place in history of art.

- **Skills**
    o   Students should learn skills to:
    o   analyze the drawing/painting style as well as the narrative style of a visual storyteller
    o   reproduce the drawing/painting style as well as the narrative style of the visual storyteller.

- **Competences**
  Students should develop competence to:
    o   maintain an overview of the history of art
    o   integrate the work of the visual storyteller chosen into their own work.

ECTS credits

The elective is equivalent to 5 ECTS credits. The course program is equivalent to a total of 240 ECTS credits.

Examination

The learning objectives of the elective are tested at the following exams: The 3rd year exam after the end of the 6th semester. Please see the section

about exams in the Curriculum for the Professional Bachelor's Degree Program in Graphic Storytelling for more details.

1.6 History of Art after 1850

In this elective, students work intensively with a visual storyteller representing modern history of art (the period from 1850 and onwards) across various media (comics, visual art, illustration). Students are required to write a paper about the artist chosen.

Learning Objectives

- **Knowledge**
  Students should acquire knowledge of:
    o a specific visual storyteller and his or her place in history of art.

- **Skills**
  Students should learn skills to:
    o analyze the drawing/painting style as well as the narrative style of a visual storyteller
    o reproduce the drawing/painting style as well as the narrative style of the visual storyteller.

- **Competences**
  Students should develop competence to:
    o maintain an overview of the history of art
    o integrate the work of the visual storyteller chosen into their own work.

ECTS Credits

The elective is equivalent to 5 ECTS credits. The course program is equivalent to a total of 240 ECTS credits.

Examination

The learning objectives of the elective are tested at the following exams: The 3rd year exam after the end of the 6th semester. Please see the section about exams in the Curriculum for the Professional Bachelor's Degree Program in Graphic Storytelling for more details.

1.7 "House Style"

In this elective, students are introduced to a special drawing and narrative style that he or she subsequently works with for two weeks. The purpose is to prepare students to work professionally within other styles than the students' own.

Learning Objectives

- **Knowledge**
  Students should acquire knowledge of:
    o working within a specific visual world
    o different elements in the production of comics.

- **Skills**
  Students should learn skills to:

- o draw and tell stories based on an outline.

- **Competences**
    - o Students should develop competence to:
    - o translate their own drawing and narrative skills into a given style
    - o be part of a large, professional comics production.

ECTS credits

The elective is equivalent to 5 ECTS credits. The course program is equivalent to a total of 240 ECTS credits.

Exams

The learning objectives of the elective are tested at the following exams: At the 1st year exam at the end of the 2nd semester (if the student has taken the elective on the 2nd semester) or at the 3rd year exam after the end of the 6th semester (if the student has taken the elective on the 6th semester. Please see the section about exams in the Curriculum for the Professional Bachelor's Degree Program in Graphic Storytelling for more details.

1.8 Animation Basics

Students will develop their understanding of what it means to draw for animation. They will be introduced to the fundamental principles of animation and apply these in practice in 2D animation basic assignments. The process of creating a 2D animation scene will be thoroughly researched, analyzed and applied from planning, to keys, to the inbetweening stage. Students will gain insight into various working methods in order to analyze and develop their own workflow. Furthermore, the initial physicality and acting theory will be translated into the animation media.

Learning Objectives

- **Knowledge**
  Students should acquire knowledge of:
    - o Basic drawing for animation principles and methods
    - o Basic animation principles applied in 2D animation
    - o The various animation workflows relevant for 2D animation
    - o The various 2D animation phases: planning, staging, key drawings, breakdowns and inbetweening
    - o How physicality and acting principles translate into animation
    - o Basic knowledge of relevant animation software.

- **Skills**
  Students should acquire the skills to:
    - o Apply and develop their draftsmanship for the 2D animation medium
    - o Plan and execute the animation scene from thumbnails to the inbetweening stagte
    - o Analyze and apply the relevant 2D animation workflow method
    - o Apply and explore basic physicality and acting principles relevant for 2D animation
    - o Analyze their work in relation to the applied theory and practice of 2D animation
    - o Use relevant software to create an animated sequence.

- **Competences**

Students should develop competences to:
- o Maintain a high level of draftsmanship
- o Develop and carry out an idea for the animation scene following the necessary animation stages
- o Select and apply a relevant workflow method
- o Give and receive constructive criticism.

ECTS Credits

The program element is equivalent to 5 ECTS credits. The course program is equivalent to a total of 240 ECTS credits.

Examination

The learning objectives of the elective are tested at the following exams: At the 1st year exam at the end of the 2nd semester (if the student has taken the elective on the 2nd semester) or at the 3rd year exam after the end of the 6th semester (if the student has taken the elective on the 6th semester. Please see the section about exams in the Curriculum for the Professional Bachelor's Degree Program in Graphic Storytelling for more details.

1.9 Self Study: Tutorial

Students choose an area of focus that falls under the Graphic Storytelling curriculum and creates a tutorial that teaches this knowledge to a chosen target group. The elective is centered on helping the student develop skills and mindset to seek out knowledge and teach this to others independently. The tutorial can take the form of a comic, an illustrated article, a video etc.

Learning Objectives

- **Knowledge**
  Students should acquire knowledge of:
    - o Basic knowledge of how tutorials work.
    - o Knowledge of target groups and their needs.
    - o Where to find additional knowledge and information on a given, relevant topic within the Graphic Storytelling field.

- **Skills**
  Students should acquire the skills to:
    - o Do necessary research on the chosen topic.
    - o Create a tutorial fitting with the chosen topic.
    - o Use relevant software to create a tutorial.
    - o Plan and execute the tutorial through the relevant process stages.

- **Competences**
  Students should develop competences to:
    - o Develop and carry out an idea for the tutorial
    - o Select and apply a relevant workflow method
    - o Give and receive constructive criticism.
    - o Create a schedule for the independent work process.

ECTS Credits

The program element is equivalent to 5 ECTS credits. The course program is equivalent to a total of 240 ECTS credits.

Examination

The learning objectives of the elective are tested at the following exams: At the 1st year exam at the end of the 2nd semester (if the student has taken the elective on the 2nd semester) or at the 3rd year exam after the end of the 6th semester (if the student has taken the elective on the 6th semester. Please see the section about exams in the Curriculum for the Professional Bachelor's Degree Program in Graphic Storytelling for more details.

2   Elective Elements in the PBA in Animation

In order to complete the Professional Bachelor's Degree Program in Animation, students must complete four elective elements equivalent to 30 ECTS credits in total. The placement of the elective elements in the program structure is specified below in the section on placement of program elements and internship.

Electives provide students with the opportunity to enhance their study and professional skills through the personal tailoring of their degree in a desired specialization and role and by adding new perspectives within areas related to the core areas of the course program.

At the Professional Bachelor's Degree Program in Animation, students are offered the following electives:

- Specialization
- Portfolio Self-Study
- Pre-Production Role
- Production Role

2.1 Specialization

During this elective, students will decide on a direction to study more in-depth within the compulsory program elements or choose to expand their study into new program elements.

CG Arts students may choose between CG Character (self–study) or CG environment (self-study) while Character Animation students may choose between 2D and 3D Stylized Animation (self-study) or Character Rigging (self-study). Both CG Arts and Animators may choose Concept Design (self-study) and Storyboard (self-study) or Game Design and Writing for Short Formats held as workshops. The workshops will run only if there are enough participants to facilitate them.

ECTS credits

The elective is equivalent to 5 ECTS credits. The course programme is equivalent to a total of 210 ECTS credits.

Exams

The learning objectives of the elective are tested at the 2nd year exam after the end of the 4th semester. Please see sections about exams in the Curriculum for PBA in Animation for more details.

Learning Objectives

The learning objectives for the different specializations are described below:

2.1.1   CG Character (self–study)

Knowledge

Students should acquire knowledge of:

- analyzing and implementing CG modelling techniques and workflows
- analyzing and implementing CG sculpting techniques and workflows
- understanding of CG displacement
- asset creation and management.

Skills

Students should acquire the skills to:

- implement relevant software for their chosen workflow related to the stylistic outcome
- analyze and utilize relevant reference material
- analyze and implement CG modelling techniques and workflows for characters
- analyze and implement CG sculpting techniques and workflows for characters
- analyze and implement CG displacement for characters
- analyze and implement texturing workflows and techniques, combining painting and photo bashing and with effective layering
- operate "3D" texturing software
- analyze and implement CG displacement for quadrupeds
- understand the relation between topology, UV and texturing maps, and how to cultivate an efficient workflow
- understand low, mid and high frequency details and where to generate what within a modeling and texturing workflow
- implement a consistent folder structure and pipeline for an assignment
- analyze their workflow for efficiency and speed.

Competences

Students should develop competence to:

- review their reel considering what type of work they need to produce to strengthen it.
- view their own learning goals in relation to the outlined learning objectives of the curriculum
- maintain an overview of their time management
- analyze their intention in regards to scope, complexity, skillset and time.

2.1.2   CG Environment (self-study)

Knowledge

Students should acquire knowledge of:

- analyzing and implementing environment design
- analyzing and implementing CG modeling techniques and workflows
- analyzing hard surface vs. organic modeling
- asset creation and management
- shader creation and management
- texturing fundamentals
- lighting fundamentals
- look development
- rendering fundamentals.

Skills

- Students should acquire the skills to:
- implement relevant software for their chosen workflow related to the stylistic outcome
- analyze and utilize relevant reference material
- analyze and implement CG modeling techniques and workflows for environments
- analyze and implement CG sculpting techniques and workflows for environments
- analyze and implement CG displacement for environments
- analyze and implement texturing workflows and techniques, combining painting and photo bashing with effective layering
- operate "3D" texturing software
- analyze and implement CG displacement maps for quadrupeds
- understand the relation between topology, UV and texturing maps and how to cultivate an efficient workflow
- understand low, mid and high frequency details and where to generate what within a modeling and texturing workflow
- implement a consistent folder structure and pipeline for this assignment
- analyze their workflow for efficiency and speed.

Competences

Students should develop competence to:

- review their reel considering what type of work they need to produce to strengthen it.
- set their own learning goals in relation to the outlined learning objectives of the curriculum
- maintain an overview of their time management
- analyze their intention in regards to scope, complexity, skillset and time.

2.1.3 Concept Design (self-study)

Knowledge:

Students should acquire knowledge of:

- using visual language to create unique concept designs that creates a strong foundation to build upon
- using visual language to communicate a strong theme and mood
- workflow and techniques for creating concept designs.

Skills

Students should acquire the skills to:

- implement relevant software for their chosen workflow related to the stylistic outcome
- analyze and utilize relevant reference material
- analyze their workflow for efficiency and speed

Competences

Students should develop competence to:

- review their previous concept work, considering what type of work would beneficial to produce to add to it
- set their own learning goals in relation to the outlined learning objectives of the curriculum
- maintain an overview of their time management
- analyze their intention in regards to scope, complexity, skillset and time.

2.1.4   Storyboard (self-study)

Knowledge

Students should acquire knowledge of:

- using cinematic language to create a storyboard for an animated sequence that communicates a strong theme and mood
- the importance of research and references to develop their own original film's genre, narrative and visual style
- using editing and pacing to create the appropriate rhythm of a sequence.

Skills

Students should acquire the skills to:

- implement relevant software and creature a structured workflow
- analyze their workflow for efficiency and speed
- analyze and create a storyboard, animatic and edit to communicate the genre, tone and theme.

Competences

Students should develop competence to:

- review their previous storyboard work, considering what would be a beneficial genre and narrative style to produce to add to their body of work
- set their own learning goals in relation to the outlined learning objectives of the curriculum
- maintain an overview of their time management
- analyze their intention in regards to scope, complexity, skillset and time.

2.1.5   2D Stylized Animation (self-study)

Knowledge

Students should acquire knowledge of:

- the animation principles in 2D stylized animation
- how to analyze reference to determine an animation style's use of the principles.
- the connection between clear gesture and timing as the foundation of any performance
- analysing a character's motivation and translation into the performance.

Skills

Students should acquire the skills to:

- analyze and implement relevant reference material for their stylized animation
- analyze their workflow for efficiency and speed
- use extreme and breakdown poses, smears, timing and pacing to create 2D stylized animation.

Competences

Students should develop competence to:

- review their reel considering what type of work they need to produce to strengthen it.
- set their own learning goals in relation to the outlined learning objectives of the curriculum
- maintain an overview of their time management
- analyze their intention in regard to scope, complexity, skillset and time.

2.1.6   3D Stylized Animation (self-study)

Knowledge

Students should acquire knowledge of:

- the animation principles in 3D stylized animation
- how to analyze reference to determine an animation style's use of the principles
- the connection between clear gesture and timing as the foundation of any performance
- analysing a character's motivation and translation into the performance.

Skills

Students should acquire the skills to:

- analyze and implement relevant reference material for their stylized animation
- analyze their workflow for efficiency and speed
- use extreme and breakdown poses, smears, timing and pacing to create 3D stylized animation.

Competences

Students should develop competence to:

- review their reel considering what type of work they need to produce to strengthen it.
- set their own learning goals in relation to the outlined learning objectives of the curriculum
- maintain an overview of their time management
- Analyze their intention in regards to scope, complexity, skillset and time.

2.1.7   Character Rigging (self-study)

Knowledge:

Students should acquire knowledge of:

- nodes, attributes, attribute connection and hierarchies to understand the creation of simple rigging mechanics
- what it means to create a good deformation and skinning.

Skills

Students should acquire the skills to:

- create simple rigging mechanics from basic principles to a biped rig
- analyze and problem-solve the rig's need to produce a specific animation style/performance.

Competences:

Students should develop competence to:

- set their own learning goals in relation to the outlined learning objectives of the curriculum
- maintain an overview of their time management
- analyze their intention in regards to scope, complexity, skillset and time.

2.1.8   Game Design (Workshop)

Knowledge

Students should acquire knowledge of:

- theory of the core mechanics and rules of gameplay
- user experience design in relation to interactive productions such as games and VR/AR productions
- the basics of interactive storytelling for games and VR/AR productions.

 Skills

Students should acquire the skills to:

- design basic interactive mechanics for games, VR/AR and other interactive projects
- create and develop the user journey in an interactive story experience.

Competences

Students should develop competence to:

- analyze the user experience design process and production needs for an interactive project
- creatively work with the development of interactive projects in teams consisting of various skillsets and professions.

2.1.9   Writing for Short Format (Workshop)

Knowledge

Students should acquire knowledge of:

- story and scene structure of short narrative formats.

Skills

Students should acquire the skills to:

- analyze and utilize relevant reference material
- create a beat outline
- analyze and develop characters, their motivations and progression
- analyze and develop scenes, considering the environment and props for storytelling.

Competences

Students should develop competence to:

- analyze and develop upon their story's statement
- analyze their story to fit a short format.

2.2 Portfolio Self-Study

Content

In this elective, students choose a field they would like to focus their portfolio towards in preparation for applying for internship.

Students are encouraged to find a portfolio partner to meet regularly, giving each other feedback and to hold each other accountable for meeting their deadlines.

Learning objectives

- **Knowledge**
  Students should acquire knowledge of:
    - creating a professional portfolio and/or reel for their chosen field
    - the application process
    - expectations from recruiters.

- **Skills**
  Students should acquire the skills to:
    - analyze their current work to see what is ready, may need more work and/or what may need to be created for their reel
    - edit a reel that is well-paced and has an appropriate length
    - create an online portfolio the is easy to overview and navigate for recruiters
    - create a cover letter and CV.

- **Competences**
  Students should develop competence to:
    - balance their time and ambitions

- o choose a field to focus on as the first step into their career
- o give and receive constructive criticism
- o make a successful application for internship
- o prepare for an interview
- o communicate professionally with recruiters
- o interpersonally reflect on their own professionalism.

ECTS credits

The elective is equivalent to 5 ECTS credits. The course program is equivalent to a total of 210 ECTS credits.

Exams

The learning objectives of the program element are tested at the 5th semester exam.

Please see sections about exams in the Curriculum for PBA in Animation for more details.

2.3 Pre-production Role Electives

In this elective, students select a pre-production role they would like to become proficient in and gain experience with on the 3rd year production. Students may select one or more roles depending on the project and team.

The Pre-production Role Elective is divided into two categories: Leadership and Artists.

ECTS credits

The elective is equivalent to 10 ECTS credits. The course program is equivalent to a total of 210 ECTS credits.

Exams

The learning objectives of the elective are tested at the 5th semester.

Please see sections about exams in the Curriculum for PBA in Animation for more details.

Learning Objectives

The learning objectives for the different specializations are described below:

2.3.1 Leadership

Knowledge

Students should acquire knowledge of:

- how their role relates to the project and to the other team members
- team dynamics and the pros and cons of different production hierarchies
- leadership of a team.

Skills

Students should acquire the skills to:

- communicate clearly and professionally with team members
- work collaboratively, understanding the importance of team effort
- delegate work to artists and leads
- supervise and give constructive feedback.

Competences

Students should develop competence to:

- overview the project as a process in conjunction with other leads
- support the other roles in a team, including leads and artists.

2.3.2   Artist

Knowledge

- Students should acquire knowledge of:
- how their role relates to the project and to the other team members
- team dynamics and the pros and cons of different production hierarchies.

Skills

Students should acquire the skills to:

- communicate clearly and professionally with team members
- work collaboratively, understanding the importance of team effort
- perform tasks related to their specific role.

Competences

Students should develop competence to:

- support the other roles in a team, including leads and artists
- take responsibility for the project, by owning tasks and respecting deliveries.

2.4 Production Role Elective

In this elective, students select a production role they would like to become proficient in and gain experience with on the 3rd year production. Students may select one or more roles depending on the project and team.

The Production Role Elective is divided into two categories: Leadership and Artists.

ECTS credits

The elective is equivalent to 10 ECTS credits. The course program is equivalent to a total of 210 ECTS credits.

Exams

The learning objectives of the elective are tested at the third year exam at the end of the 6th semester.

Please see sections about exams in the Curriculum for PBA in Animation for more details.

It is a prerequisite for participating in the oral exam that the 3ʳᵈ year project and final production report have been handed in within the deadline stipulated.

Learning Objectives

The learning objectives for the different specializations are described below:

2.4.1 Leadership

Knowledge

Students should acquire knowledge of:

- how their role relates to the project and to the other team members
- team dynamics and the pros and cons of different production hierarchies
- leadership of a team.

Skills

Students should acquire the skills to:

- communicate clearly and professionally with team members
- work collaboratively, understanding the importance of team effort
- delegate work to artists and leads
- supervise and give constructive feedback.

Competences

Students should develop competence to:

- overview the project as a process in conjunction with other leads
- support the other roles in a team, including leads and artists.

2.4.2 Artists

Knowledge

Students should acquire knowledge of:

- how their role relates to the project and to the other team members
- team dynamics and the pros and cons of different production hierarchies.

Skills

Students should acquire the skills to:

- communicate clearly and professionally with team members
- work collaboratively, understanding the importance of team effort
- perform tasks related to their specific role.

Competences

Students should develop competence to:

- support the other roles in a team, including leads and artists
- take responsibility for the project, by owning tasks and respecting deliveries.