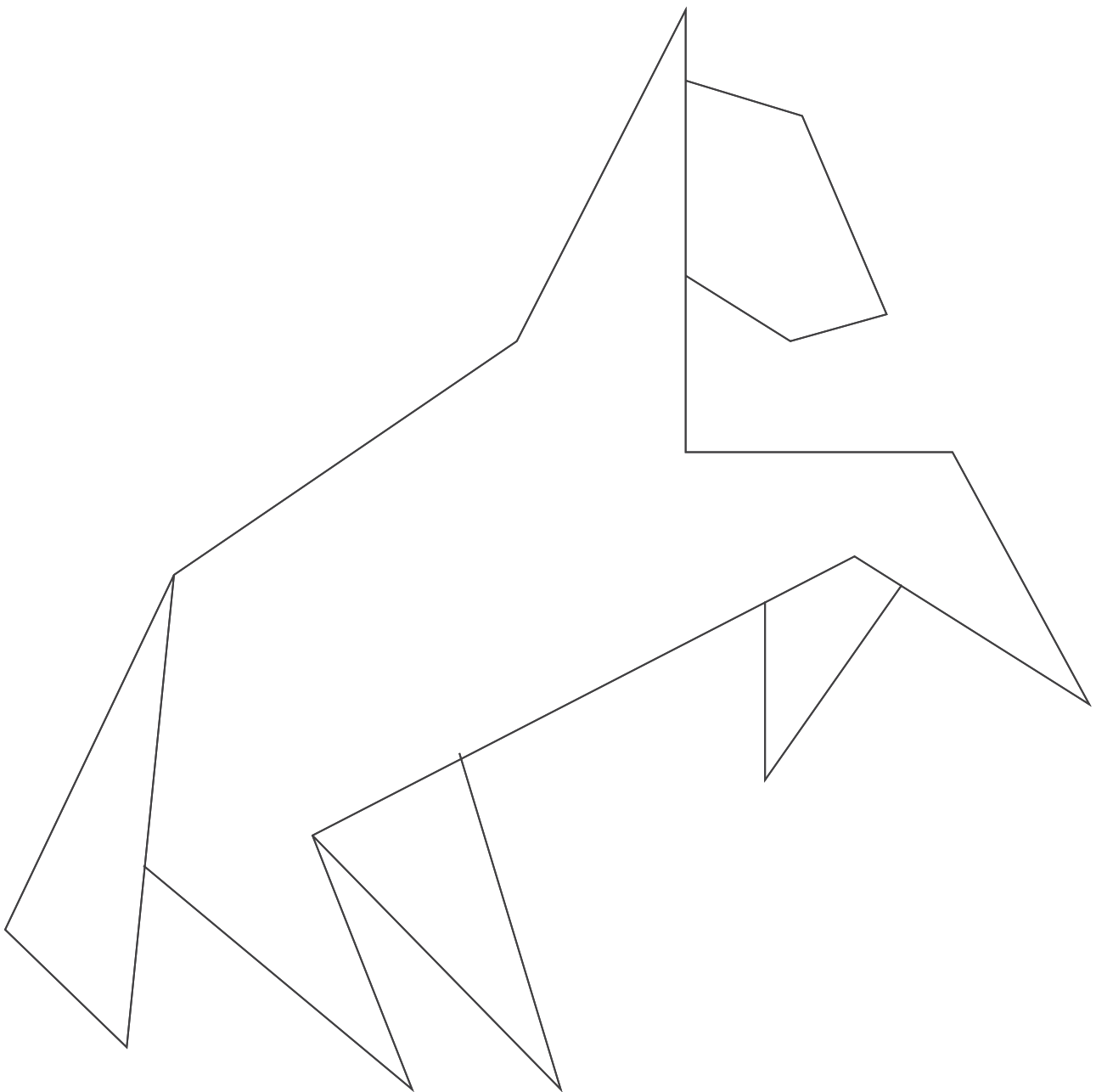


Appendix 1 to curriculum for the Professional Bachelor's Degree Programs in Animation and Graphic Storytelling

The Animation Workshop

26th of August 2024



CONTENT

1	Elective Elements in the PBA in Graphic Storytelling	3
1.1	Layout Basics	3
1.2	Production set-up and Convention Prep	4
1.3	Animation and Game Production Basics	5
1.4	Consulting on Animation and Game Productions	5
1.5	History of Art before 1850	6
1.6	History of Art after 1850	7
1.7	“House Style”	7
1.8	Animation Basics	8
1.9	Self-Study: Tutorial	9
1.10	Story Consulting	10
1.11	Visual Development and Concept Art	10
1.12	New Technologies	11
1.13	Production Management	12
1.14	Self-Study: Portfolio	13
<hr/>		
2	Elective Elements in the PBA in Animation	14
2.1	Specialisation	14
2.1.1	Story Development	15
2.1.2	Design	15
2.1.3	Game Production	16
2.1.4	Advanced CG Arts	16
2.1.5	Advanced Animation	17
2.1.6	Arts-Based Research: Experimental Animation, and Mindful Design	18
2.2	Production Role Elective	18
2.2.1	Leadership	19
2.2.2	Artists	19

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
- New Technologies
- Production Management.

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:
 - basic principles of design and layout
 - working procedures used in connection with graphic work
 - relevant software.
- **Skills**
Students should acquire the skills to:
 - use relevant software.
- **Competences**
 - Students should develop competence to:
 - maintain an overview of a large graphic production
 - choose fonts, template layout and other elements to create the right solution
 - 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 exam: 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:
 - print basics
 - setting up a production line with simple and/or readily available facilities
 - how to construct a print budget
 - different kinds of printing options (laser print, jet ink, offset etc.)
- **Skills**
Students should acquire the skills to:
 - create complex publication on a simple production set-up
 - plan and follow through on a zine production
 - create a budget for the publication on different production set-ups
- **Competences**
Students should develop competence to:
 - 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.

Exam

The learning objectives of the elective are tested at the following exam: 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.

Exam

The learning objectives of the elective are tested at the following exam: 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 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

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

Exam

The learning objectives of the elective are tested at the following exam: 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:
 - a specific visual storyteller and his or her place in history of art.
- **Skills**
 - Students should learn skills to:
 - analyse the drawing/painting style as well as the narrative style of a visual storyteller
 - reproduce the drawing/painting style as well as the narrative style of the visual storyteller.
- **Competences**
Students should develop competence to:
 - maintain an overview of the history of art
 - 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.

Exam

The learning objectives of the elective are tested at the following exam: 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:
 - a specific visual storyteller and his or her place in history of art.
- **Skills**
Students should learn skills to:
 - analyse the drawing/painting style as well as the narrative style of a visual storyteller
 - reproduce the drawing/painting style as well as the narrative style of the visual storyteller.
- **Competences**
Students should develop competence to:
 - maintain an overview of the history of art
 - 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.

Exam

The learning objectives of the elective are tested at the following exam: 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:
 - working within a specific visual world
 - different elements in the production of comics.
- **Skills**
Students should learn skills to:
 - draw and tell stories based on an outline.

- **Competences**
 - Students should develop competence to:
 - translate their own drawing and narrative skills into a given style
 - 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.

Exam

The learning objectives of the elective are tested at the following exam: 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, analysed and applied from planning, to keys, to the inbetweening stage. Students will gain insight into various working methods in order to analyse 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:
 - Basic drawing for animation principles and methods
 - Basic animation principles applied in 2D animation
 - The various animation workflows relevant for 2D animation
 - The various 2D animation phases: planning, staging, key drawings, breakdowns and inbetweening
 - How physicality and acting principles translate into animation
 - Basic knowledge of relevant animation software.
- **Skills**
Students should acquire the skills to:
 - Apply and develop their draftsmanship for the 2D animation medium
 - Plan and execute the animation scene from thumbnails to the inbetweening stage
 - Analyse and apply the relevant 2D animation workflow method
 - Apply and explore basic physicality and acting principles relevant for 2D animation
 - Analyse their work in relation to the applied theory and practice of 2D animation
 - Use relevant software to create an animated sequence.
- **Competences**
Students should develop competences to:
 - Maintain a high level of draftsmanship

- Develop and carry out an idea for the animation scene following the necessary animation stages
- Select and apply a relevant workflow method
- 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.

Exam

The learning objectives of the elective are tested at the following exam: 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 centred 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:
 - Basic knowledge of how tutorials work.
 - Knowledge of target groups and their needs.
 - Where to find additional knowledge and information on a given, relevant topic within the Graphic Storytelling field.
- **Skills**
Students should acquire the skills to:
 - Do necessary research on the chosen topic.
 - Create a tutorial fitting with the chosen topic.
 - Use relevant software to create a tutorial.
 - Plan and execute the tutorial through the relevant process stages.
- **Competences**
Students should develop competences to:
 - Develop and carry out an idea for the tutorial
 - Select and apply a relevant workflow method
 - Give and receive constructive criticism.
 - 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.

Exam

The learning objectives of the elective are tested at the following exam: 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.

1.10 Story Consulting

This elective takes the form of a collaboration with the students from PB in Animation as they are working on their stories, story worlds and concepts for their 6th semester productions. Graphic Storytelling students will take on the role of Story Consultants. The focus is on learning how to apply knowledge, skills and competences in an animation or game pipeline while the students learn the basics of how they can contribute to a group production.

Students from Talent & Skills can attend this elective (Åben Uddannelse).

Learning Objectives

- **Knowledge**
Students should acquire knowledge of:
 - basic principles of an animation or game production pipeline
 - working procedures used in connection with animation and game production
 - relevant software
 - Basic knowledge of the animation and game formats.
- **Skills**
Students should acquire the skills to:
 - use relevant software.
- **Competences**
Students should develop competence to:
 - Understand and define their role on an animation or game production
 - Define and produce story, storyworlds and concepts for a small-scale animation or game production
 - work as part of a creative team.

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 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.

1.11 Visual Development and Concept Art

This elective focuses on Visual Development and Concept Art for productions in industries such as video games and animation. Students are introduced to and will get

first-hand experience with basics of the concepting stage of such productions as well as the relevant software for developing the look and storyworld of productions. Special attention is given to the creative process from fast sketching to basic 3D modelling etc.

Students from Talent & Skills can attend this elective (Åben Uddannelse).

Learning Objectives

- **Knowledge**
Students should acquire knowledge of:
 - basic principles of visual development and concept art
 - working procedures used in connection with visual development and concept art
 - relevant software.
- **Skills**
Students should acquire the skills to:
 - use relevant software.
- **Competences**
Students should develop competence to:
 - Setup and maintain an overview of a process for visual development and concept art
 - choose relevant elements for a process for visual development and concept art
 - work independently with visual development and concept art.

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 exam: 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.

1.12 New Technologies

This elective focuses on New Technologies for productions in industries such as video games and animation. Students are introduced to and will get first-hand experience with relevant cutting-edge technologies.

Learning Objectives

- **Knowledge**
Students should acquire knowledge of:
 - Emerging software with the potential to become industry standard within animation, VFX and/or games
 - Emerging workflows and pipelines
 - Cultivating experimentation mindset
- **Skills**

Students should acquire the skills to:

- Experiment with emerging software and workflows

- **Competences**

Students should develop competence to:

- Work independently with new technologies
- Apply a trial-and-error approach

ECTS Credits

The program element 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 exam: 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.

1.13 Production Management

This elective focuses on Productions Management for animation. Students are introduced to principles of production management for animation and will be prepared to use those in their own projects as well as in the animation industry.

Learning Objectives

- **Knowledge**

Students should acquire knowledge of:

- Management principles
- Budgeting of animation productions
- Team management and communication
- Different technologies used in animation production
- Various animation techniques

- **Skills**

Students should acquire the skills to:

- Analyse the possibilities of art style and quality level of an animation production within a given budget
- Plan an animation production
- Facilitate a good workflow on an animation production
- Take over management tasks on animation productions

- **Competences**

Students should develop competence to:

- Select an art style and determine the quality level which is realistic within a given budget of an animation production
- Select relevant artists for a given animation production
- Select relevant technicians for a given animation production
- Communicate with both artists and various stakeholders of an animation production
- Contribute to the management of animation productions

ECTS Credits

The program element 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 exam: 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.

1.14 Self-Study: Portfolio

Students choose a focus area within their portfolio to refine old work or create new work for. This may include writing, sequential storytelling, illustration, visual development, motion graphics – anything covered in the Graphic Storytelling curriculum. The purpose is specifically for the students to add work to their portfolio to demonstrate their abilities to potential employers.

Learning objectives

- **Knowledge**
Students should acquire knowledge of:
 - The different areas that a graphic storyteller can work (and intern) within.
 - How to showcase their skills and talents optimally in a portfolio.
 - How to find additional knowledge of current market trends.
- **Skills**
Students should acquire the skills to:
 - Do necessary research on their chosen focus area.
 - Analyze their own skills and competencies and showcase them to maximum effect in their portfolio.
 - Use relevant software to maintain and update their portfolio.
- **Competences**
Students should develop competences to:
 - Work actively with their own brand as creatives.
 - Prepare, plan, and carry out changes to their portfolio.
 - 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.

Exam

The learning objectives of the elective are tested at the following exam: 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
- Production Role

2.1 Specialisation

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.

Students may choose between:

- Story Development
- Design
- Game Production
- Advanced CG Skills
- Advanced Animation Skills
- Arts-Based Research: Experimental Animation, and Mindful Design

The electives will run only if there are enough participants to facilitate them.

ECTS credits

The elective is equivalent to 15 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 5th semester exam at the end of 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 specialisations are described below.

2.1.1 Story Development

Knowledge

Students will gain an understanding of:

- The story development process for various media including films, TV series, games, or extended reality (XR).
- The progression of story development, from the initial concept to a format ready for presentation and communication.
- The development toolbox, encompassing scriptwriting, storyboarding, editing, and other essential tools for crafting a story.

Skills

Students will learn to:

- Craft a concise logline, synopsis, and articulate their creative intentions.
- Assemble a comprehensive pitch package for their creative projects.
- Navigate and organize the various stages of story development effectively.
- Employ mood boards, storyboards, sizzle reels, and animatics to effectively convey story concepts.

Competencies

Students will be capable of:

- Developing and pitching creative ideas and projects within a professional context, ready to engage with industry standards and expectations.

2.1.2 Design

Knowledge:

Students will gain an understanding of:

- Advanced visual design principals, including image compositional theory, colour theory and animation design principals.
- The difference between concept, visual development and design in the animation development and production process.
- The role of designs in shaping and portraying society and stories, including impact on culture, ethics and sustainability.
- The ethical considerations of using design inspiration, visual resemblance in deliberate or unintended plagiarism, which also may come from AI-generated designs, including issues related to bias, cultural perception, privacy, and transparency.

Skills

Students will learn to:

- Use advanced design tools, techniques and technologies to create complex image compositions and designs.
- Effectively communicate visual design ideas and concepts using a variety of media.
- Critically evaluate and critique designs, including those generated by AI tools, and make informed decisions about which designs to use for next steps of a process.

Competences

Students will be capable of:

- Applying design theory and principles, to both visually communicate and comprehend design ideas and contextual story points.
- Analysing and identifying appropriate design principals and tools for design problems, relating to project objectives and industry needs.
- Adapting to new design challenges, emerging design techniques and technologies.

2.1.3 Game Production

Knowledge

Students will gain an understanding of:

- The game production processes and the different roles and responsibilities of each team member in each stage.
- Game design principles, including, but not limited to, user experience design, game mechanics and story in games.
- Asset creation and art direction.
- Business models, industry trends and required skills, competencies and mindset needed to become an artist in the games industry.

Skills

Students will learn to:

- Asset creation for games, including optimization of assets and production workflows for asset management.
- Develop a game design document outlining the game's mechanics, story and visual style
- Utilize industry-standard tools, processes and software's used in game development.

Competences

Students will be capable of:

- Developing a portfolio demonstrating skills and knowledge within the area of interest in Game production.
- Problem-solve asset creation for real-time engine usages, both on a technical and artistic level. This may also include using AI-powered tools and technologies.

2.1.4 Advanced CG Arts

Knowledge

Students will gain an understanding of:

- Advanced techniques and tools for a specific area within CG Arts including but not exclusive to areas such as 3D modelling, texturing, lighting, rendering, digital effects, advanced compositing and /or new media.

- Industry standard software and hardware, including relevant plug-ins, tools and use of machine learning, that are essential for the specific area of interest within CG Arts
- Emerging workflows, pipelines and various areas of business and opportunities related to their areas of interest within CG Arts.

Skills

Students will learn to:

- Create high-quality and polished work in the specific area of interest within CG Arts demonstrating proficiency in the relevant tools and techniques.
- Apply the principles of visual storytelling and narrative development to the specific area of interest within CG Arts
- Analyse and evaluate one's own work and that of others, identifying strengths, weaknesses, and opportunities for improvement within the specific area of interest within CG Arts.

Competences

Students will be capable of:

- Creating a polished work demonstrating their mastery of the specific area of interest within CG Arts
- Problem-solving and trouble-shooting technical issues that may arise. This may also include using AI-powered tools and technologies.
- Giving and receiving professional feedback on creative work in a clear, respectful, and constructive manner.

2.1.5 Advanced Animation

Knowledge

Students will gain an understanding of:

- Advanced animation techniques including areas such as, but not limited to, motion graphics, e.g. animation and compositing.
- Industry standard software and hardware, including relevant plug-ins and tools, that are essential for the specific area of interest within Animation.
- Emerging workflows, pipelines and various areas of business and opportunities related to their areas of interest within Animation.
- The opportunities, limitations and ethical considerations of using AI based tools, including, but not limited to, the impact on creative control, privacy and human labour in the animation industry.

Skills

Students will learn to:

- Demonstrate advanced skills in areas such as, but not limited to, performance animation, action animation, facial animation and body mechanics.
- Create high-quality and polished work in the specific area of interest within Animation demonstrating proficiency in the relevant tools and techniques.
- Research and integrate AI tools and machine learning into their workflows when relevant and helpful.

Competences

Students will be capable of:

- Creating high quality polished work of original animation demonstrating advanced skills, creativity, storytelling and personal style.
- Working independently and manage time efficiently to meet animation quotas.
- Learning and using to the latest software, tools and workflows including relevant and efficient AI tools.

2.1.6 Arts-Based Research: Experimental Animation, and Mindful Design

This hands-on course offers insight into arts-based research methodologies, mixed media/experimental animation techniques, and mindful design principles.

Knowledge

Students will gain an understanding of:

- The basic foundations and methods of arts-based research.
- Various experimental animation techniques and styles.
- The principles of mindful design and its application in creative processes.

Skills

Students will learn to:

- Develop practical skills in conducting arts-based research.
- Acquire proficiency in experimental animation techniques, including clay, cut out, paint on glass and more.
- Cultivate skills in applying mindfulness practices to enhance creativity, problem-solving, and design processes.

Competences

Students will be capable of:

- Applying arts-based research methodologies to generate new insights and perspectives.
- Creating experimental animations that communicate ideas, emotions, or narratives.
- Integrating mindful design principles into the creative process.
- Collaborating effectively with peers to produce interdisciplinary projects

2.2 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 15 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 6th semester exam at the end of the 6th 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:

2.2.1 Leadership

Knowledge

Students will gain an understanding 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 will learn 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 will be capable of:

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

2.2.2 Artists

Knowledge

Students will gain an understanding 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 will learn 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 will be capable of:

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