

The Animation Workshop

VIA University College

Extract from OPEN EDUCATION COURSES UNDER BACHELOR IN GRAPHIC STORYTELLING AND BACHELOR IN ANIMATION

COURSE AND EXAM CATALOGUE 2026

1. 3D CHARACTER ANIMATION (30 ECTS)

Introduction

3D Character Animation is based on the programme element "**Character Animation 3D**" from the Bachelor in Animation at The Animation Workshop, VIA University College.

The programme focuses on character performance, acting, physicality, animation workflows and the professional tools and methods used in contemporary 3D animation production. Students learn how to plan, execute and refine animated performances while gaining insight into the wider production pipeline and the animator's role within it.

1.1 Character Animation 3D (30 ECTS)

Content

This programme element introduces students to fundamental and advanced 3D character animation and 3D software. The programme element builds on top of skills, knowledge and competences in animation principles. Students work with relevant 3D software and real-time tools, learn how to apply core animation principles in 3D and further develop skills in physicality, acting and animated character performances. The element covers 3D animation workflows from planning to polishing, and includes biped and multilegged characters, interaction animation, acting-based tasks, and how to analyse and use references for animation. Students also gain insight into basic modelling, rigging, lighting and rendering and how they relate to the animation pipeline, to develop a holistic understanding of the full pipeline.

ECTS Credits

The program element comprises 30 ECTS credits.

Learning Objectives

- **Knowledge**

The student has:

- Advanced and specified knowledge on the animation principles and the ability to apply this knowledge to any 3D animation scene.



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- High level of knowledge within digital software and technology used for animation, as well as the ability to know how to further build upon this, in order to keep advancing within the digital field of 3D animation.

- **Skills**

The student can:

- Create physical and emotional character performances in 3D animation scenes as well as understanding the full 3D pipeline for animation productions and the role of the animator within this.
- Assess when to utilise specific animation styles and workflows when taking into consideration budget, time frame and visual demands of the project.

- **Competencies**

The student can:

- Create moving animated character performances based on experience of physicality and acting, while also being able to analyse a specific reference to base a performance on.
- Create high-level animated performances by incorporating aspects such as framing, staging, colour palettes, sound, to create strong visual narratives suitable for different audiences and media platforms.

Examination

The learning objectives of the program element are tested at the exam at the end of the course.

6.2. 3D CHARACTER ANIMATION: Exams

6.2.1 Character Animation 3D

Examination Form

The exam is conducted as an individual oral examination based on a practical 3D animation assignment.

The student has 5 days to complete the assignment.

The oral examination is 30 minutes including assessment and grading.

The exam is based on a 3D animation assignment with a given 3D rig, story beats, 3D layout and key poses.

The oral exam is based on the student's presentation of their exam assignment.

Through the 3D animation assignment, the student must demonstrate the knowledge, skills, and competencies acquired during the course, including the ability to plan and execute an animation scene within a defined timeline and in accordance with required standards.

Format Requirements

The student is required to complete a 96-144 frames (4-6 seconds) 3D animation scene. The student must hand in all planning and reference materials.



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Examination Language

The exam is conducted in the language of instruction.

Aids for the Exam

Students may use only the software tools and digital resources included in the programme.

Assessment

The assessment criteria for the exam are the learning objectives as stated in the description of the programme element. The final grade is determined on the basis of a holistic evaluation of the student's performance in the oral examination and the 3D assignment. The exam is done with internal assessment and is graded according to the 7-point grading scale.

Prerequisites for the Exam

There are no prerequisites.

Re-exam

In the case of a re-exam, the student must complete a new 3D assignment before taking the oral examination.



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