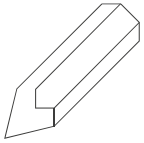


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VIA University College



Study Programme for BA in Animation

The Animation Workshop

VIA University College
01-08-2026

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1 Common Part of the Study Programme

The study programme consists of a common part and an institutional part. This common part of the study programme for BA in Animation is issued in accordance with § 21, 1 of the Ministerial Order on Academy Profession Programmes and Professional Bachelor Programmes.

The common part of the study programme is supplemented by the institutional part, which is determined by the individual institution offering the programme.

The common part as well as the institutional part has been prepared by the BA in Animation, The Animation Workshop, VIA University College since it is the only University College offering the programme in Denmark.

2 Core Areas of the Programme

The programme comprises three core areas:

1. Animation Production
2. Communication and storytelling
3. Industry Knowledge and Career Development

The programme includes two specialisations, each comprising 60 ECTS credits, from which the student chooses either:

- Character Animation, or
- Computer Graphic Arts.

Each specialisation is organised within its own core area.

Character Animation is organised within the core area:

4. Advanced Character Animation:
 - 2D Character Animation
 - 3D Character Animation
 - Digitally Based Production Pipelines.

Computer Graphic Arts is organised within the core area:

5. Advanced Computer Graphic Arts:
 - Modelling, Rigging, Texturing, and Shading
 - Lighting and Rendering
 - Compositing within Relevant Production Methods.

The core areas are described below.

2.1 Common core areas

2.1.1 Animation Production

Content

This core area includes the principles, methods, and practices of creating animated content for media productions.

Students gain insight into traditional and contemporary animation techniques, tools, technologies and pipelines, as well as the historical and cultural context of the animation medium, enabling them to make informed aesthetic, ethical, and production-related decisions and implement these effectively.

ECTS Credits

Animation Production comprises 40 ECTS credits.

Learning Objectives

Knowledge

The student has:

- Knowledge of practice, applied theories, and key concepts as well as methods and tools within animation production, including both traditional and the latest methods and technologies.
- Knowledge of the historical development of the animation medium and its current cultural significance.
- Knowledge of applied methods and techniques within related disciplines that are currently relevant to animation.

Skills

The student can:

- Analyse animated films and products using relevant terminology and reference frameworks.
- Master the execution of animation processes and content production methods in media productions, where the interplay between animation, dramaturgy, acting, music, graphics, and aesthetics on one hand, and production methods and technology on the other, creates the visual expression.
- Apply the field's theories, working methods, and techniques, including the ability to integrate traditional working methods with current digital methods and relate these to related disciplines and broader professional contexts.
- Plan and carry out a production within a defined quality and budget framework.
- Assess practice-oriented and theoretical issues related to animation and production processes and justify and select relevant solution models.

- Critically evaluate the use of various digital technologies in visual production and animation in order to make aesthetic, ethical, and production-related choices that are relevant in a professional practice.

Competencies

The student can:

- Plan and carry out complex development tasks within the field of animation, including combining knowledge and methods from animation techniques, visual and graphic communication, and assessing the relationship between quality and resources in relation to predefined frameworks.
- Independently participate in professional and interdisciplinary collaboration, including giving and receiving professionally justified and constructive feedback regarding both work processes and the final product.

2.1.2 Communication and Storytelling

Content

This core area includes the study of design and composition theories and their application in animation, as well as the use and ethical implications of emerging technologies.

Students develop a clear visual language and gain the ability to handle complex concept development independently and collaboratively, combining artistic, technological, and animation-related knowledge to create and reflect on visual storytelling.

ECTS Credits

Communication and Storytelling comprises 30 ECTS credits.

Learning Objectives

Knowledge

The student has:

- Knowledge of relevant design, storytelling and composition theories, and the ability to reflect on their application within the animation medium.
- Knowledge of application possibilities, limitations, and ethical considerations in the use of new, emerging technologies in the development and production of narratives and formats across media and platforms.

Skills

The student can:

- Express themselves in a clear visual language that effectively communicates the intended message.

Competencies

The student can:

- Independently and in collaboration with others handle complex development tasks and combine knowledge across animation, artistic communication, and technological innovation in order to manage the development of concepts, ideas, narratives and new graphic expressions within the animation medium, and reflect on the student's own intentions with the visual communication.

2.1.3 Industry Understanding and Career Development

Content

This core area includes an introduction to the ethical, legal, and economic frameworks that shape animation production, as well as the professional communication and analytical skills needed to navigate these conditions in national and international contexts.

Students gain insight in how industry structures, production practices, and continuous competence development influence their professional opportunities and support responsible, flexible, and innovative participation in the evolving animation field.

ECTS Credits

Industry Understanding and Career Development comprises 5 ECTS credits.

Learning Objectives

Knowledge

The student has:

- An understanding of production planning and the relationship to the economic, ethical, and legal conditions of the industry, nationally and internationally, as well as reflection on how these conditions influence the graduate's opportunities for career development.

Skills

The student can:

- Communicate practice-based and professional issues and solutions in the different phases of an animation production using appropriate professional terminology and establish professional communication with users and clients.
- Analyse the ethical, legal, and economic conditions and opportunities of the animation industry in relation to their own career development.

Competencies

The student can:

- Continuously identify their own learning needs and further develop their skills, competencies, and career direction within the various forms of expression and professional fields of animation, as well as within related disciplines and broader professional and industry contexts.
- Navigate flexibly, proactively, and innovatively within the professional field in an international and commercialised market in constant development and assume responsibility within the framework of professional ethics.

2.2 Core areas for the two specialisations

2.2.1 Advanced Character Animation: 2D Character Animation, 3D Character Animation and Digitally Based Production Pipelines

Content

This core area includes advanced work in 2D and 3D character animation and introduces students to different production pipelines, both analogue and digitally based. Building upon foundational principles which develop the skills of the students in artistic, technical, and performance-driven areas, the core area thus prepares them for professional animation practice in many different fields.

Students refine their understanding of movement and physicality as well as important visual elements of acting, such as staging and posing. Furthermore, students learn to apply specialised animation techniques, and how to work across full production processes.

Learning Objectives

Knowledge

The student has:

- Knowledge of applied theories, methods, and techniques within animation, including 2D and 3D animation.
- A fundamental understanding of movement, interaction, and acting within character animation.
- Applied methods and relevant technologies used throughout the process of creating animated films, including pre-production, production, and post-production.

Skills

The student can:

- Master specialised techniques within character animation, from traditional animation techniques to digital 2D and 3D media, and assess the issues linked to working with the medium in various production processes and on different distribution platforms.
- Stage and pose characters, including applying acting theories to character performance.

Competencies

The student can:

- Maintain the visual portrayal of a character within the overall production framework and narrative context.
- Research and apply animation references relevant to the production they are working on.

2.2.2 Advanced Computer Graphic Arts: Modelling, Rigging, Texturing, and Shading; Lighting and Rendering, and Compositing within Relevant Production Methods

Content

This core area provides an advanced progression in essential design and artistic 3D digital production competencies, including modelling, sculpting, surfacing, shading, lighting, rendering, compositing, and the fundamental principles for organising and manipulating 2D and 3D assets.

Students work across both offline and real time software environments and apply contemporary production methods to ensure visual quality, technical reliability, and workflow efficiency. The CGA core area enables students to produce and evaluate coherent digital assets suitable for animation, games, and visual effects contexts, and maintain the visual essence of a narrative within a professional production context.

Learning Objectives

Knowledge

The student has:

- Knowledge of applied methods and key techniques within 3D Arts, including modelling, rigging, texturing, shading, lighting and rendering, as well as compositing.
- Knowledge of principles of design, including line, shape, colour, texture, etc., and an understanding of how CG techniques can be used to communicate effective design.
- Knowledge of style theory and history within design, scenography, and architecture relevant to Computer Graphic Arts.

Skills

The student can:

- Master specialised techniques within 2D film, 3D film, game production, and visual effects, including modelling, rigging, texturing, shading, lighting, rendering, and compositing.
- Assess the issues linked to working on different distribution platforms.
- Analyse and implement a production pipeline with the aim of optimising workflow in a production.

Competencies

The student can:

- Maintain the visual essence of the narrative within the overall production framework and story context.
- Research and apply CG references relevant to the production they are working on.

3 Compulsory Programme Elements

3.1 Common Compulsory Programme Elements

3.1.1 Animation Design: Basics

Content

Animation Design: Basics establishes a fundamental understanding and appreciation of essential compositional theories and design principles used in games, animation and film. The students will explore how to communicate and evoke the intended feeling and message in a composition and design by applying design principles through practice.

ECTS Credits

The compulsory programme element comprises 5 ECTS credits.

Learning Objectives

- **Knowledge**

The student has knowledge of:

- Key design principles used in animation, games, and film to achieve clarity, readability, and visual coherence in composition.
- The relationship between design rules and the communication of mood, tone, and emotional intention in visual media.
- Method and creative process to solve design problems in animation design, and is acquainted with a range of design tools, rules, principles and methods.

- **Skills**

The student can:

- Analyse and breakdown the fundamental design rules applied in any given image composition.
- Apply appropriate design principles, rules, and methods in the creation of basic visual elements and simple compositions.

- **Competencies**

The student can:

- Assess the intentions, constraints, and communicative needs of a design problem within animation, games, or film, and select appropriate design tools to address it.
- Develop and present visual design concepts that communicate a clear and deliberate message to an intended audience.

Examination

The programme element is tested at the 1st Semester Exam.

3.1.2 Animation Design: Advanced

Content

Animation Design: Advanced expands and develops the students' design understanding through applying theory in practice. The students will explore storytelling through visual development, by implementing the craftsmanship of the visual medium and the design principles from previous courses. Animation Design: Advanced is building on top with a more in-depth approach to creating design and image compositions for use in animation, games and film.

ECTS Credits

The compulsory programme element comprises 5 ECTS credits.

Learning Objectives

- **Knowledge**

The student has:

- Knowledge of how advanced design rules and principles creates story and engage the viewer with clear visuals.

- **Skills**

The student can:

- Manage the design process for visual development while implementing the relevant elements of design.
- Analyse a story brief and identify suitable visual strategies, methods, and principles to address the communicative goals of the project.
- Develop visual development concepts that demonstrate both artistic craftsmanship and applied design theory, including awareness of process, iteration, and refinement.

- **Competencies**

The student can:

- Facilitate the creative method and process used in visual design for games, animation and film.
- Produce coherent visual concepts that demonstrate intentional use of design principles and established practices in visual communication and visual development.

Examination

The programme element is tested at the 2nd Semester Exam.

3.1.3 Foundations of Storytelling for Animation 1

Content

This programme element strengthens students' understanding of the key foundations of animated storytelling. Through a blend of theory and practice, students explore major developments in animation history and theory.

The programme element examines how the historical progression of animation and the digital visual media (including CGA Arts, VFX and game development) shape meaning in storytelling. By establishing animation in a historical broader students develop a richer perspective on how visual innovations and interactive media traditions influence contemporary narrative expression.

ECTS Credits

The compulsory programme element comprises 5 ECTS credits.

Learning Objectives

- **Knowledge**

The student has:

- Understanding of major developments in animation history and how artistic, cultural, and technological factors have shaped the medium.
- Knowledge of key concepts in narrative theory, communication, and film analysis relevant to interpreting and creating animated storytelling, with awareness of how these concepts also appear across CG arts, VFX and games.

- **Skills**

The student can:

- Analyse animated works using principles from animation history, storytelling, communication, and film theory.
- Apply theoretical concepts to strengthen narrative clarity and thematic expression in original animation projects.

- **Competencies**

The student can:

- Integrate historical, narrative, and theoretical insights into the development of purposeful and meaningful animated storytelling, situating their creative choices within a broader context of related digital visual media traditions.
- Reflect critically on own creative choices.
- Understand how to enhance communication and narrative impact on a theoretical level, acknowledging how practices in animation, CG arts, VFX and games can inform contemporary approaches to visual storytelling

Examination

The programme element is tested at the 1st Semester Exam.

3.1.4 Foundations of Storytelling for Animation 2

Content

Foundations of Animation Storytelling 2 deepens students' understanding of visual storytelling and cinematography across different media platforms as well as for different audiences. The element supports students in communicating their creative ideas effectively through clear staging, composition, editing, screen direction, and other core principles of cinematic storytelling.

ECTS Credits

The compulsory programme element comprises 5 ECTS credits.

Learning Objectives

- **Knowledge**

The student has:

- Understanding of key principles of visual storytelling and cinematography across different media platforms and for different audiences.
- Knowledge of how cinematic tools such as staging, composition, editing, and screen direction influence clarity and narrative impact.

- **Skills**

The student can:

- Apply cinematographic and storytelling techniques to convey creative ideas clearly and effectively.
- Use cinematic tools such as staging, screen direction, and editing tools to create coherent and engaging animated sequences.

- **Competencies**

The student can:

- Create visually clear and purposeful scenes that support narrative intent across formats as well as for different audiences.
- Evaluate and refine storytelling choices to improve communication and cinematic readability.

Examination

The programme element is tested at the 2nd Semester Exam.

3.1.5 Foundations of Storytelling for Animation 3

Content

Foundations of Storytelling for Animation 3 develops students' ability to create more nuanced and expressive animated narratives. The element thereby builds upon the cinematographic and cinematic principles from the previous courses, such as working with camera angles, camera lenses, staging, and overall clarity within narrative and visual elements as well as how these work within the 3D production pipeline.

Narrative theories and methodologies are furthermore explored through working with different foundations of storytelling and communication for animation, such as adapting varied source materials.

Students explore how the different elements, which shape the animated narrative, work together to accommodate and shape audiences and their engagement.

Furthermore, the element also explores elements of career design and knowledge of the relevant industries.

ECTS Credits

The compulsory programme element comprises 10 ECTS credits.

Learning Objectives

- **Knowledge**

The student has:

- Understanding of how staging, cinematography, character dynamics, tone, and pacing interact to shape audience engagement in animated storytelling.
- Knowledge of advanced principles within narrative and animation for creating expressive, emotionally impactful scenes and sequences, which can be applied in both entertainment and communication for different purposes and audiences.

- **Skills**

The student can:

- Apply integrated storytelling techniques, such as the different elements of visual style, rhythm, and character performance.
- Design scenes and sequences that intentionally guide viewer attention and evoke specific emotional responses.

- **Competencies**

The student can:

- Create animated story narratives that demonstrate sophisticated use of storytelling, cinematic, and visual principles.
- Critically evaluate and refine storytelling choices to strengthen clarity, emotional resonance, and audience impact in order to be able to create animated films which can be used for different purposes.

Examination

The programme element is tested at the 4th Semester Exam.

3.1.6 1st Year Project

Content

The 1st Year Project is the students' first opportunity to complete an animated production within a defined animation, game or other relevant pipeline. The focus is on learning to plan, manage, and

deliver a team-based project with attention to a specific target audience and a clear expression of the team's creative intent.

ECTS Credits

The compulsory programme element comprises 10 ECTS credits.

Learning Objectives

- **Knowledge**

The student has:

- Understanding of the fundamentals of working within a defined animation or game pipeline, including key production stages and team roles.
- Knowledge of how target audiences influence creative decisions, communication strategies, and production choices.

- **Skills**

The student can:

- Apply production planning methods to organise and manage a team-based animation, game or other relevant media project from concept to final output.
- Communicate creative intent clearly to ensure a coherent and purposeful production.

- **Competencies**

The student can:

- Collaborate effectively in a production team, taking responsibility for assigned tasks and contributing to shared project goals.
- Execute a complete animated project that aligns with both a given brief and the team's creative vision.

Examination

The programme element is tested at the 2nd Semester Exam.

3.1.7 2nd Year Project

Content

In this project, students will apply their advanced skills to develop an animated production – whether for film, games, or other media – based on a defined brief. The project enables students to meet specific requirements while managing a production that reflects their creative vision and incorporates the techniques they have learned so far.

ECTS Credits

The compulsory programme element comprises 10 ECTS credits.

Learning Objectives

- **Knowledge**

The student has:

- Understanding of advanced production methods and workflows relevant to film, game, or other animation pipelines.
- Knowledge of how project briefs shape creative decision-making, technical requirements, and production planning.

- **Skills**

The student can:

- Apply advanced animation techniques to develop a complete production that meets the requirements of a defined brief.
- Integrate creative intent with technical execution, ensuring consistency between concept, style, and production output.

- **Competencies**

The student can:

- Manage a full production process from planning to final deliverable, while balancing creative vision with practical constraints.
- Work within a team to deliver an animated project that demonstrates advanced proficiency.

Examination

The programme element is tested at the 4th Semester Exam.

3.1.8 Final Project

Content

Based on their own project pitches, students will take responsibility for managing and producing an animation-related production. Each team will establish a production setup that supports the needs of their project and aligns with the skills and knowledge they aim to develop.

ECTS Credits

The compulsory programme element comprises 20 ECTS credits.

Learning Objectives

- **Knowledge**

The student has:

- Understanding of key principles of organising and managing larger scale animation productions, including workflow planning and team coordination.
- Knowledge of how different production setups support specific project goals and facilitate targeted skill development.

- **Skills**

The student can:

- Recognize how previously acquired knowledge across animation, storytelling, and technical disciplines informs and strengthens production decision-making.
- Apply project management methods to design an effective production setup tailored to the team's pitch and creative aims.
- Coordinate tasks, schedules, and collaborative workflows to ensure smooth progress throughout a larger scale production.
- Integrate and apply skills from across the programme in the context of a real, self-directed production.

- **Competencies**

The student can:

- Take responsibility for leading or contributing to a team-based production that balances creative intent with practical constraints.
- Make informed decisions about production organisation to support both project quality and the team's learning objectives.
- Demonstrate the ability to draw on the full range of competencies developed during the programme and apply them purposefully within a professional production context.

Examination

The programme element is tested at the 5th Semester Exam.

3.1.9 Career and Industry

Content

The aim of this programme element is to introduce students to key theories and practices related to how the animation industry (understood in a broad sense) operates. Students will explore how to apply their skills and knowledge to engage with the industry in meaningful ways and learn to design and plan for a sustainable creative career.

ECTS Credits

The compulsory programme element comprises 5 ECTS credits.

Learning Objectives

- **Knowledge**

The student has:

- Understanding of how the animation and creative industries operate, including key structures and professional roles.
- Knowledge of fundamental theories and practices for navigating and sustaining a creative career.

- **Skills**

The student can:

- Analyse industry expectations, understand ethic and legal standards and apply relevant methods to plan professional development.
- Communicate and present creative work effectively to industry stakeholders.

- **Competencies**

The student can:

- Engage with the animation industry in an informed and purposeful way.
- Design and manage a personal career plan, taking responsibility for ongoing growth.

Examination

The programme element is tested at the Career and Industry Exam at the 7th semester.

3.2 Compulsory Programme Elements for Character Animators

3.2.1 Character Animation 2D - 1

Content

This programme element introduces students to foundational theories within animation, focusing on 2D character animation. Students develop their draughtsmanship and learn the difference between drawing and animating, thereby honing in on their skills in animation to focus on clarity, intention, and appeal. Students are introduced to different 2D workflows and explore how physicality, movement, and acting principles translate into animated performances.

ECTS Credits

The compulsory programme element comprises 20 ECTS credits.

Learning Objectives

- **Knowledge**

The student has:

- Thorough knowledge of the 12 animation principles and how to implement them, including how to define focus areas for different animation styles.
- Critical reflection on how to work with applied theory and methodological practice for animation workflows within 2D animation, including the use of relevant software and newest technology and methods.

- **Skills**

The student can:

- Create 2D character animation based on acquired knowledge on the theory and methodology of the 12 animation principles.

- Analyse animation based on relevant theory and methodology as well as being able to assess and reiterate using different software and technology within the 2D animation workflow and pipeline.

- **Competencies**

The student can:

- Implement specialised knowledge on the theory and methodology of the 12 animation principles, as well as understand when and how to use it in a professional setting.
- Structure and adhere to set limits and constraints within time and animation style.

Examination

The programme element is tested at the 1st Semester Exam.

3.2.2 Character Animation 2D - 2

Content

This programme element builds upon the foundational skills introduced on Character Animation 2D – 1. The element advances students' abilities within 2D character animation by refining their draughtsmanship and deepening their understanding of clarity, intention, and appeal in both drawing and animation performances. Students work with more complex physicality, movement, and acting principles and explore advanced 2D workflows. Emphasis is placed on creating nuanced, consistent, and expressive animated performances using increasingly sophisticated techniques and advanced software.

ECTS Credits

The compulsory programme element comprises 10 ECTS credits.

Learning Objectives

- **Knowledge**

The student has:

- Thorough knowledge of the difference in specific animation styles, as well as being able to build upon the knowledge of the 12 animation principles to create high-level 2D animated performances both on paper and with software programmes.
- The knowledge to use critical thinking and reflection to assess how different animation styles will affect a given animation scene.

- **Skills**

The student can:

- Create more advanced 2D animation by building on top of already existing knowledge of animation production.
- Assess when to use certain animation styles to best fit into an animation production.

- **Competencies**

The student can:

- Implement an advanced understanding of motion and emotion in characters to create animated performances of high quality
- Use specialised knowledge on 2D workflows for creating advanced animated performances both individually and within a team.

Examination

The programme element is tested at the 2nd Semester Exam.

3.2.3 Character Animation 3D

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, which students worked with on Character Animation 2D 1 and 2.

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 compulsory programme 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.
- 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 programme element is tested at the 3rd Semester Exam.

3.3 Compulsory Programme Elements for Computer Graphic Artists

3.3.1 Computer Graphic Arts 1

Content

This programme element provides students with a foundational introduction to computer graphics and 3D digital production. The programme element introduces basic concepts of digital content creation, including fundamental workflows, software methodologies, and the technical principles used in manipulation of geometric data for the construction, representation, and visualisation of 3D models. Students are introduced to industry-standard creative software applications and practices in animation, visual effects (VFX), and games.

ECTS Credits

The compulsory programme element comprises 20 ECTS credits.

Learning Objectives

- **Knowledge**

The student has knowledge of:

- Fundamental terminology and process applicable in the use of creative software applications.
- Basic 3D tools and foundational methods for the creation of 2D and 3D digital asset.

- **Skills**

The student can:

- Navigate creative and 3D software environments, identify relevant tools and functions, and apply these to the production of 2D and 3D assets suitable for further use in animation, game development, and visual effects (VFX) pipelines.

- **Competencies**

The student can:

- Independently manage and execute a limited segment of a standard 3D asset creation pipeline within the context of animation or related digital media production.
- Produce simple computer-generated graphics, including 3D models, surfacing outputs and rendered visualisations, utilizing the application of creative software tools.

Examination

The programme element is tested at the 1st Semester Exam.

3.3.2 Computer Graphic Arts 2

Content

Computer Graphic Arts 2 extends the student's foundational capabilities in 3D digital content creation through exploration of a variety of 3D visual styles and forms. The programme element also introduces the technical framework for constructing and managing hierarchical control systems used to manipulate 3D assets used in animation. In addition, the students will be introduced to basic industry and profession thematics, such as production roles and processes.

ECTS Credits

The compulsory programme element comprises 10 ECTS credits.

Learning Objectives

- **Knowledge**

The student has:

- Knowledge of digital sculpting concepts and workflows, including high-resolution mesh development, retopology, and texture-baking from high-detail sources.
- Knowledge of fundamental principles of hierarchical control structures for use in animation, visual effects and games.

- **Skills**

The student can:

- Apply digital sculpting techniques to high-resolution meshes with an understanding of 3D form and volume, as well as use basic retopology methods, UV-mapping, and texture-baking techniques to generate sculpted 3D content.
- Construct simple control and deformation structures for creating animatable 3D objects and characters.

- **Competencies**

The student can:

- Develop simple assets that demonstrate awareness of technical constraints, visual quality requirements, and platform performance limitations.

- Assess and justify technical and methodological decisions in relation to asset optimisation, workflow selection and rendering needs.
- Organising and managing basic and generalised control systems for manipulating 3D assets.

Examination

The programme element is tested at the 2nd Semester Exam.

3.3.3 Computer Graphic Arts 3

Content

This programme element provides students with an advanced and integrated understanding of a complete digital asset creation pipeline and practices used in contemporary animation, visual effects and games workflows.

Students synthesise artistic and technical knowledge to deliver production-ready digital assets and visual outputs.

Building on the structural principles introduced in Computer Graphic Arts 2, this programme element explores intermediate systems for three-dimensional asset control.

ECTS Credits

The compulsory programme element comprises 30 ECTS credits.

Learning Objectives

- **Knowledge**

The student has knowledge of:

- Knowledge of the full asset production pipeline from 2D concept art to final rendered output.
- Knowledge of advanced compositing techniques and workflows for use in animation and visual effect pipelines.
- Knowledge of intermediate principles of control systems for 3D assets.

- **Skills**

The student can:

- Create a production-ready digital asset from concept to final rendering and presentation.
- Assemble multipass renders and apply introductory advanced compositing techniques to integrate computer graphic outputs into final visual compositions.
- Design and implement intermediate-level control and deformation systems for 3D used in animation.
- Perform technical and artistic evaluations of production outputs and identify workflow and pipeline issues.

- **Competencies**

The student can:

- Independently manage a complete, multi-stage production pipeline, integrating artistic and technical components to deliver a cohesive final asset and visual output.
- Evaluate and justify workflow decisions for use in animation, visual effects (VFX) and game pipelines in relation to project requirements.
- Assess the functionality, stability, and suitability of generalised control structures and deformation systems for 3D assets, documenting findings and proposing enhancements.
- Produce a professional practise-based 3D asset, demonstrating a complete pipeline.

Examination

The programme element is tested at the 3rd Semester Exam.

4 Internship

Content

During the internship, students participate in real animation-related tasks within a professional studio or organisation. They gain experience with production workflows, collaboration, and the different roles involved in relevant, professional projects. The internship bridges theory and practice, helping students understand how the animation industry and related fields operate. Before the internship begins, each student must define individual learning objectives and have them approved by both the internship host and the BA in Animation.

ECTS Credits

The internship comprises 30 ECTS credits.

Learning Objectives

- **Knowledge**

The student has:

- Knowledge and understanding about the animation industries and related industries, nationally and internationally.
- Knowledge of different career paths and opportunities in the field.

- **Skills**

The student can:

- Communicate clearly about tasks, processes, and solutions throughout the stages of a production or workflow connected to the animation industries or related industries using appropriate professional terminology.
- Analyse how structural and organisational characteristics of the animation industries and related fields may shape animation production and individual career choices.

- **Competencies**

The student can:

- Identify their own learning needs and actively develop their skills, competences, and career direction.
- Navigate and contribute responsibly and flexibly within a continuously developing industry.

Examination

The internship concludes with the Internship Exam at the 6th semester.

5 Requirements for the Professional Bachelor's Examination

The Professional Bachelor's Examination, together with the examinations following the internship and the programme's other programme elements, documents that the programme's learning objectives have been achieved.

The project must furthermore document the student's understanding of professional practice and of central applied theory and methods in relation to a practice-oriented problem. The problem must be based on a specific task within the programme's field.

The problem formulation, which must be central to the programme and the profession, is defined by the student, possibly in collaboration with a private or public company.

The problem formulation must be approved by the programme.

6 Credit Transfer

6.1 General Information on Credit Transfer

Credit transfer (recognition of prior learning) means that the student is exempted from part of the programme and the corresponding examination. When granting credit transfer, efforts are also made to shorten the overall duration of the programme.

In connection with credit transfer, a programme element is considered completed if it has been passed according to the rules of the programme in which the element was completed.

The student may submit a complaint about a refusal of credit transfer to the Qualifications Board within four weeks after the decision was communicated to the complainant.

Further rules on credit transfer can be found in the LEP Ministerial Order and the Examination Ministerial Order.

Completed programme elements correspond to equivalent elements at other institutions offering the programme.

The student is obliged to inform the institution about completed programme elements from another Danish or foreign higher education programme and about employment that may be assumed to qualify for credit transfer.

The educational institution approves, in each case or according to the rules in this study programme, credit transfer based on completed programme elements that match subjects, programme components, and internship components. The decision is based on an academic assessment.

6.2 Pre-Approved Credit Transfer

A student who wishes to complete part of the programme at another Danish or foreign higher educational institution must apply to their home institution for pre-approved credit transfer.

When pre-approval of a study stay is granted, the student is obliged, upon completion of the study period, to document the completed programme elements covered by the approved study period. In connection with the pre-approval, the student must consent to the institution obtaining the necessary information after the study stay has ended.

7 Commencement

This common part of the study programme enters into force on 01.08.2026. Any transitional provisions follow the institutional part of the study program as specified in section 22.

8 Institutional Part of the Study Programme

The study programme of the BA in Animation consists of a common part and an institutional part. The institutional part constitutes the rules that apply specifically to BA in Animation, VIA University College. The rules are set by VIA University College.

9 Timing of Programme Elements, Internship, and Exams

BA in Animation is organised as a regular full-time higher educational programme. For students who complete the programme without an individually arranged study programme, the progression of the programme, including exams, will be as follows:

9.1 BA in Animation, Character Animation

Time	Programme element	Exam
1st semester	• Animation Design: Basics (5 ECTS) • Foundation of Storytelling for Animation 1 (5 ECTS) • Character Animation 2D – 1 (20 ECTS)	1st Semester Exam 2D animation assignment and written assignment, incl. prerequisites. Internal assessment.
2nd semester	• 1st Year Project (10 ECTS) • Animation Design: Advanced (5 ECTS) • Foundation of Storytelling for Animation 2 (5 ECTS) • Character Animation 2D – 2 (10 ECTS)	2nd Semester Exam Oral examination based on a 2D animation assignment and written paper, incl. prerequisites. External assessment.
3rd semester	• Character Animation 3D (30 ECTS)	3rd Semester Exam Oral examination based on a 3D animation assignment, no prerequisites. Internal assessment.
4th semester	• 2nd Year Project (10 ECTS) • Foundation of Storytelling for Animation 3 (10 ECTS) • Elective 1 (5 ECTS) • Elective 2 (5 ECTS)	4th Semester Exam Written assignment and showreel, incl. prerequisites. External assessment.
5th semester	• Final Project (20 ECTS) • Elective 3 (10 ECTS)	5th Semester Exam Oral group examination, incl. prerequisites. Internal assessment.
6th semester	• Internship (30 ECTS)	Internship Exam Written paper, incl. prerequisites. Internal assessment.
7th semester	• Career and Industry (5 ECTS) • Bachelor Project (10 ECTS)	Career and Industry Exam Portfolio exam, no prerequisites. Internal assessment. Bachelor Project Written project and oral examination, no prerequisites. External assessment.

For students who follow an individually arranged study plan due to periods of, for example, illness, leave, or parental leave, the progression outlined in the above schedule cannot be maintained.

9.2 BA in Animation, Computer Graphic Arts

Time	Programme element	Exam
1st semester	• Animation Design: Basics (5 ECTS) • Foundation of Storytelling for Animation 1 (5 ECTS) • Computer Graphic Arts – 1 (20 ECTS)	1st Semester Exam Making-of Reel and Maya project directory based on the 1 st semester project, incl. prerequisites. Internal assessment.
2nd semester	• 1st Year Project (10 ECTS) • Animation Design: Advanced (5 ECTS) • Foundation of Storytelling for Animation 2 (5 ECTS) • Computer Graphic Arts – 2 (10 ECTS)	2nd Semester Exam Oral examination based on an animation assignment, incl. prerequisites. External assessment.
3rd semester	• Computer Graphic Arts – 3 (30 ECTS)	3rd Semester Exam 3D assignment, incl. prerequisites. Internal assessment.
4th semester	• 2nd Year Project (10 ECTS) • Foundation of Storytelling for Animation 3 (10 ECTS) • Elective 1 (5 ECTS) • Elective 2 (5 ECTS)	4th Semester Exam Written assignment and showreel, incl. prerequisites. External assessment.
5th semester	• Final Project (20 ECTS) • Elective 3 (10 ECTS)	5th Semester Exam Oral group examination, incl. prerequisites. Internal assessment.
6th semester	• Internship (30 ECTS)	Internship Exam Written paper, incl. prerequisites. Internal assessment.
7th semester	• Career and Industry (5 ECTS) • Bachelor Project (10 ECTS)	Career and Industry Exam Portfolio exam, no prerequisites. Internal assessment. Bachelor Project Written project and oral examination, no prerequisites. External assessment.

For students who follow an individually arranged study plan due to periods of, for example, illness, leave, or parental leave, the progression outlined in the above schedule cannot be maintained.

10 Elective Programme Elements

As part of BA in Animation, a student must complete 3 elective programme elements with a total of 20 ECTS credits.

10.1 Elective 1 and 2 at the 4th Semester

During 4th Semester the student must choose two of the following electives.

Electives are only offered provided that a sufficient number of students is achieved.

10.1.1 Story Development

Content

The elective introduces core story development principles for animation, guiding students in shaping ideas into communicable concepts and preparing them to pitch creative projects in a professional context.

ECTS Credits

The elective programme element comprises 5 ECTS credits.

Learning Objectives

- **Knowledge**

The student has:

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

- **Skills**

The student can:

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

- **Competencies**

The student can:

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

Examination

The programme element is tested at the 4th Semester Exam.

10.1.2 Design for Animation

Content

The elective offers an introduction to advanced visual design principles and their role in shaping meaning within animation. Students learn to develop and communicate design ideas while engaging critically with emerging tools and technologies.

ECTS Credits

The elective programme element comprises 5 ECTS credits.

Learning Objectives

- **Knowledge**

The student has:

- Knowledge of advanced visual design principles, including image compositional theory, colour theory and animation design principles.
- Knowledge of the difference between concept, visual development and design in the animation development and production process.
- Knowledge of the role of designs in shaping and portraying society and stories, including impact on culture, ethics and sustainability.
- Knowledge of 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**

The student can:

- 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

- **Competencies**

The student can:

- Apply design theory and principles, to both visually communicate and comprehend design ideas and contextual story points.
- Analyse and identify appropriate design principals and tools for design problems, relating to project objectives and industry needs.
- Adapt to new design challenges, emerging design techniques and technologies.

Examination

The programme element is tested at the 4th Semester Exam.

10.1.3 Game Production

Content

The elective introduces key principles of game production, focusing on how ideas, assets, and workflows come together in creating a game. Students gain foundational skills in developing game concepts and working with industry-standard tools.

ECTS Credits

The elective programme element comprises 5 ECTS credits.

Learning Objectives

- **Knowledge**

The student has:

- Knowledge of the game production processes and the different roles and responsibilities of each team member in each stage.
- Knowledge of game design principles, including, user experience design, game mechanics and story in games.
- Knowledge of asset creation and art direction.
- Knowledge of business models, industry trends and required skills, competencies and mindset needed to become an artist in the games industry.

- **Skills**

The student can:

- Create assets 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.

- **Competencies**

The student can:

- Develop 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.

Examination

The programme element is tested at the 4th Semester Exam.

10.1.4 Specialised Animation Practices

Content

The elective introduces advanced principles, tools, and workflows within animation, including emerging techniques and ethical considerations. Students develop refined animation skills and learn to create polished work using industry-relevant methods and technologies.

ECTS Credits

The elective programme element comprises 5 ECTS credits.

Learning Objectives

- **Knowledge**

The student has:

- Knowledge of advanced animation techniques including areas such as motion graphics, e.g. animation and compositing.
- Knowledge of industry standard software and hardware, including relevant plug-ins and tools, that are essential for the specific area of interest within Animation.
- Knowledge of emerging workflows, pipelines and various areas of business and opportunities related to their areas of interest within Animation.
- Knowledge of the opportunities, limitations and ethical considerations of using AI based tools, including the impact on creative control, privacy and human labour in the animation industry.

- **Skills**

The student can:

- Demonstrate advanced skills in areas such as 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

- **Competencies**

The student can:

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

Examination

The programme element is tested at the 4th Semester Exam.

10.1.5 Specialised CG Arts Practices

Content

The elective introduces advanced techniques, tools, and workflows within specialised areas of Computer Graphic Arts. Students learn to create polished, story-driven visual work and to evaluate and refine their craft using industry-relevant methods.

ECTS Credits

The elective programme element comprises 5 ECTS credits.

Learning Objectives

- **Knowledge**

The student has:

- Knowledge of advanced techniques and tools for a specific area within CG Arts such as 3D modelling, texturing, lighting, rendering, digital effects, advanced compositing and /or new media.
- Knowledge of 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
- Knowledge of emerging workflows, pipelines and various areas of business and opportunities related to their areas of interest within CG Arts.

- **Skills**

The student can:

- 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 their own work and that of peers, identifying strengths, weaknesses, and opportunities for improvement.

- **Competencies**

The student can:

- Create a polished work demonstrating their mastery of the specific area of interest within CG Arts.
- Problem-solve and trouble-shoot technical issues that may arise. This may also include using AI-powered tools and technologies.

Examination

The programme element is tested at the 4th Semester Exam.

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

Content

The elective offers insight into arts-based research methodologies, mixed media/experimental animation techniques, and mindful design principles.

ECTS Credits

The elective programme element comprises 5 ECTS credits.

Learning Objectives

- **Knowledge**

The student has:

- Knowledge of the basic foundations and methods of arts-based research.
- Knowledge of various experimental animation techniques and styles.
- Understanding of the principles of mindful design and its application in creative processes.

- **Skills**

The student can:

- Conduct arts-based research using practical methods and approaches.
- Demonstrate proficiency in experimental animation techniques, including clay, cut out, paint on glass and more.
- Apply mindfulness practices to enhance creativity, problem-solving, and design processes.

- **Competencies**

The student can:

- 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.

Examination

The programme element is tested at the 4th Semester Exam.

10.2 Elective 3 at the 5th Semester

In this elective, students select a production role they would like to become proficient in and gain experience with on the Final Production in the 5th semester.

The student must choose one of the following electives.

10.2.1 Artist

Content

The elective introduces the role of the artist within a collaborative animation production, focusing on teamwork, communication, and professional conduct. Students learn to contribute effectively to shared goals while carrying out tasks tied to their artistic role and supporting the wider team throughout the project.

ECTS Credits

The elective programme element comprises 10 ECTS credits.

Learning Objectives

- **Knowledge**

The student has:

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

- **Skills**

The student can:

- Communicate clearly and professionally with team members.
- Work collaboratively, understanding the importance of team effort.
- Perform tasks related to their specific role.

- **Competencies**

The student can:

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

Examination

The programme element is tested at the 5th Semester Exam.

10.2.2 Leadership

Content

The elective introduces the leadership role within a collaborative animation production, focusing on team dynamics, communication, and guiding the creative process. Students learn to supervise, delegate, and provide constructive feedback while maintaining an overview of the project and supporting the wider team.

ECTS Credits

The elective programme element comprises 10 ECTS credits.

Learning Objectives

- **Knowledge**

The student has:

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

- **Skills**

The student can:

- 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.

- **Competencies**

The student can:

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

Examination

The programme element is tested at the 5th Semester Exam.

11 General Information about Internship in BA in Animation

The programme includes one internship period.

To be eligible for the internship exam, the programme must assess the internship as completed, based on the recommendation from the internship host.

Attendance is mandatory during the internship, and the student is required to follow the general rules given by the internship host, hereby e.g. working hours. Additionally, the student is expected to meet any exam prerequisites.

The exam prerequisites and the internship exam are described in the section "Exams in the Programme."

11.1 Role of the Internship Host

The internship host company or organisation is responsible for ensuring that the necessary conditions are met for a student to achieve the learning outcomes of the internship.

The internship host must ensure that the student works towards fulfilling the learning outcomes in an appropriate manner and meets the attendance requirements.

The internship host may contact a student, who they assess will not be able to fulfil the objectives of the internship or does not work towards fulfilling the objectives in an appropriate manner. This can be done in collaboration with a study counsellor or faculty member from the programme, and the objective should be to provide guidance to the student. The same applies if the internship host assesses that the student will not be able to fulfil the attendance requirements.

The contact person/the internship company is responsible for informing the BA in Animation if the internship period cannot be assessed as completed. The BA in Animation must be informed before the end of the internship period.

11.2 Only One Internship Placement per Period

The student is entitled to only one internship placement per internship period.

Completion of the internship requires meeting the attendance requirements, which is also a prerequisite for being eligible for the exam.

The specific criteria for completing the internship, including attendance requirements, are specified in the section "Exams in the Programme."

In cases where the internship host company or organisation informs the programme that a student has not met the attendance requirements, the programme will contact the student to clarify the possibilities for remediation before the exam. The specific possibilities for remediation will depend on the actual circumstances of the case, and in some instances, the registered attendance may be so low that remediation is not possible.

Where remediation is not possible due to the extent of absence, the student will receive a hearing letter regarding the intended withdrawal from the study programme, as the student is entitled to only one internship placement per period.

In assessing whether the attendance requirement is met, the reason for the absence is irrelevant. However, the programme may grant an exemption for an additional internship placement in cases where the internship is not completed due to extraordinary circumstances.

12 Possibilities to Complete Programme Elements as a Guest or Exchange Student

At BA in Animation, students have the opportunity during the 3rd and 4th semester to complete programme elements abroad or at another Danish educational institution. This can be a single subject or a longer course.

The specific opportunities for exchange programmes may vary from semester to semester. Therefore, the student is advised to contact the programme's international coordinator at least one year before a planned stay abroad to inquire about specific opportunities.

12.1 Requirements for Exchange Stays or Stays at Another Danish Educational Institution

An exchange stay must be organised according to the semester's learning objectives and VIA's quality requirements for exchange.

A study stay, whether it takes place abroad or at another Danish institution, must be qualified by the home institution vis-à-vis credit transfer before the start/departure. This means that a pre-approval agreement must be in place, stating which programme elements the exchange or guest stay gives credit for and on what basis the credit can be given. Such a stay must not extend the study period.

The student is also obliged to document the completed programme elements of the approved study stay after the end of the study stay.

13 Requirements for Written Assignments and Projects

All written assignments and projects must comply with the formal requirements specified under the respective exams.

Additionally, it is recommended that students familiarise themselves with the editorial guidelines applicable to the programme, which can be found on MyVIA.

Lack of compliance with the formal standards will mean that the assignment will be rejected and the student will be using an exam attempt.

13.1 Formal standards

The following requirements apply to all written assignments and exam papers at the BA in Animation:

Written assignments

- One standard page is 2400 characters (including spaces). A picture count as one character.
- 1½ line spacing
- 11pt font
- Table of Contents
- Header on all pages should include your name and project title
- Headlines for the chapters
- Page numbers throughout the document

All written assignments must be handed in digitally in WISEflow as a pdf-document following the relevant naming convention.

Visual assignments

- Filetype: MP4,
- Codec: H264,
- Resolution: 1280x720 or 1920x1080,
- Frame rate: 24fps,
- Field Order: Progressive,
- Pixel Aspect Ratio: Square Pixels (1.0)

Work-files must be handed in according to specifications outlined in the assignment hand-out.

All assignments and exams must be handed in digitally to the specified system or drive and folder following the relevant naming convention.

References

Quotations in written assignments and projects at the BA in Animation must be clearly marked in the text. In-text quotations should be set off with quotation marks at the beginning and end of the quotation. Quotations should be indented, written in italics or otherwise clearly marked in the text. References should be listed for visual quotations as well.

The following referencing requirements apply to all written and visual assignments, productions, reels, projects and exam papers at the BA in Animation:

- Author, name of reference, year of publication, edition, publishing company, page number(s).

When using digital material, the name of the author, reference, year of publication and URL should be stated.

The reference standard APA 7th should be the reference style used for all written assignments and exams.

Incorrect referencing, including omitted references, will be counted as an error and can become the subject of investigations into plagiarism.

13.1.1 Permitted Aids for Exams

The specific examination description will state which aids are permitted. When all aids are permitted, the use of generative artificial intelligence (GenAI) is also allowed.

You can read more about how to use GenAI in your programme at my.via.dk.

Regardless of whether the use of GenAI is permitted or not, you will always be subject to the general rules regarding examination misconduct and the consequences associated with this.

14 Applied Teaching and Working Methods

The BA in Animation qualifies students to work as professionals in the global visual industries.

The programme is grounded in a practice-oriented approach in which students learn through production environments that mirror real-world conditions.

The programme's pedagogical and didactic foundation is built on learning through production and on reflection upon the student's own creative choices. The working format is collaborative and requires subject-specific depth as well as the ability to operate in complex, interdisciplinary teams.

Teaching is structured around the following principles:

- Situated learning and communities of practice
- Simulation-based and workshop-based teaching
- Learning through making and solid craftsmanship
- Progression from fundamental skills to professional practice and judgement
- Interaction between academic continuity and practice-based relevance
- Creativity, user-oriented problem-solving, and profession-focused technological development.

15 Rules about Credit Transfer

Mandatory credit transfer insofar as the institutional part of the curriculum is concerned, the same rules apply as for the common part of the curriculum.

16 Assessment of Study Activity

The student is obligated to participate in the study programme according to the rules that apply at any given time, as specified in the study program, including requirements for participation, attendance, and any other exam prerequisites.

The student is responsible for keeping informed about the time and place for teaching and exams.

The student is therefore expected to be active in their studies unless the programme has clearly indicated that the student is inactive due to, for example, illness, parental leave, or leave of absence.

16.1 Attendance and Participation Requirements

Participation requirements mean that the student is required to participate in the educational activities of a programme element. Attendance requirements mean that the student is required to be present during teaching or internship.

If there are attendance or participation requirements for a programme element, this will be indicated in section 18 about the respective exam prerequisites.

Where attendance is required, absence from teaching or internship will be recorded. The requirement for attendance should be seen in light of the fact that learning requires presence and active participation in study activities.

Participation requirements can be fulfilled by submitting/presenting assignments/projects and can be expressed as exam prerequisites that must be met before the student can participate in the exam.

The consequences of not fulfilling attendance and participation requirements are that the student will not be eligible for the exam and will use an exam attempt. The student must remedy the lack of attendance or participation before the re-exam.

16.2 No Passed Exams for a Period of One Year

Enrolment will be terminated for students who have not passed any exams in a continuous period of at least one year.

17 Language of instruction

The programme is approved with English as the language of instruction, and the teaching is conducted in English.

18 General Information about exams

18.1 Examination Language

Exams are conducted in the language of instruction for the programme element, unless the purpose of the activity is entirely or partially related to language skills in a specific language. If the examination language differs from the language of instruction, this will be indicated in the specific exam.

18.2 Examination Prerequisites

Examination prerequisites must be met before the student participates in the programme element's exam for the first time.

If the student has not met all examination prerequisites before the ordinary exam, the student cannot participate in the programme element's exam and will consequently use an exam attempt.

Before attending the re-exam, the student must remedy the examination prerequisites. If the student does not meet the prerequisites to be eligible for the re-exam, it will be considered a used exam attempt.

The examination prerequisites for the respective programme elements are described in the section "Exams in the Programme."

18.3 Registration/deregistration for Exams

A student who has commenced a programme element is automatically registered for the exams associated with that element.

It is not possible to deregister from an exam unless this is justified by extraordinary circumstances.

18.4 Special Exam Conditions

The programme can offer special exam conditions to students with physical or mental disabilities when the institution, based on submitted documentation, assesses that it is necessary to equalize these students with other students. The offer must not result in an altered academic level of the exam.

The educational institution decides, based on a specific and individual assessment, which special exam conditions will be granted to the student.

The application form can be found on MyVIA. In order for the programme to process the application, the deadline for applying is three weeks before the exam.

It is sufficient for the student to inform about their disability once. Thereafter, the programme must ensure that the remaining exams are arranged according to the special conditions granted.

18.5 First-year Exam

The First-Year Exam is a series of exams that take place during the first year of study.

The First-Year Exam is a mandatory exam. This means that the student must pass all the exams that constitute the First-Year Exam in order to continue in the programme.

For BA in Animation the First-Year Exam consists of all exams during the 1st and 2nd semester.

The student must pass the First-Year Exam by the end of their second year of study in order to continue in the programme.

A student not fulfilling the First-Year Exam can be withdrawn from the programme, if they had at least two attempts for the programme elements covered by the First-Year Exam

The programme may grant exemption from the deadline if the student can document extraordinary circumstances.

18.6 Exam Cheating and Disruptive Behaviour

According to the ministerial order on examination, exam cheating can include instances where the student:

1. Plagiarizes, including reusing their own text (self-plagiarism) without proper citation and quotation marks,
2. Falsifies information,
3. Conceals or misleads about their own efforts or results,
4. Engages in unauthorized collaboration,
5. Receives or attempts to receive help during an exam or test, or helps others when it is not a group exam,
6. Uses unauthorized aids,
7. Unlawfully gains prior knowledge of the exam assignment,

8. Provides false attendance information, or
9. Attempts to circumvent, deactivate, or otherwise hinder the purpose of the educational institution's use of electronic monitoring programmes.

This list is not exhaustive, and cheating can occur in other ways than those mentioned above.

In addition to the above, it follows from the ministerial order on examination that the student must conduct themselves respectfully during the exam.

This means that the student must follow the instructions given by the exam supervisors, examiners, and assessors.

18.7 Disciplinary Measures

18.7.1 Sanctions on account of Exam Cheating

If a student commits, contributes to, or attempts to commit exam cheating, the student's exam will be annulled, which means that the student has used one exam attempt without passing.

In addition, the student may face further sanctions in the form of a warning or, in aggravating circumstances, a temporary or permanent expulsion.

Issuance of a warning

If it is documented that exam cheating has occurred, VIA's practice is that the student, as a general rule, in addition to the annulment of the exam, will also receive a warning.

Aggravating circumstances

According to the ministerial order on examination, the student may be sanctioned with expulsion if there are aggravating circumstances, such as repeated offenses.

18.7.2 Sanctions on account of Disruptive Behaviour

The student must follow the instructions of the exam supervisors, examiners, and assessors.

The student who does not behave respectfully or exhibits disruptive behaviour will be sanctioned according to VIA's code of conduct for unacceptable behaviour.

This applies for both physical and online exams.

18.8 Complaints and Appeals Regarding Exams

18.8.1 Complaints

If the student wishes to complain about an exam, a written and individual complaint must be submitted to the educational institution. This complaint can concern legal and/or academic issues, including the exam process, in a programme element or a component exam.

The student has a two-week deadline to submit the complaint. If the deadline is exceeded, the complaint will, as a general rule, be rejected.

Complaints about academic issues are handled by the educational institution and can subsequently be brought before an appeals board. Complaints about legal matters can be brought before the Danish Agency for Higher Education and Science.

The student continues in the study programme during the institution's processing of the complaint or appeal case concerning academic complaints.

Further information about the complaint process can be found on MyVIA.

18.8.2 Appeals

Academic issues regarding the institution's decision can be brought before an appeals board.

The student must submit their written complaint to the institution no later than two weeks after receiving the institution's decision.

19 Exams in the programme

19.1 1st Semester Exam – Character Animation

The examination assesses the following independent programme elements in the 1st semester:

- Character Animation 2D – 1 (20 ECTS credits)
- Animation Design: Basics (5 ECTS credits)
- Foundations of Storytelling for Animation 1 (5 ECTS credits).

Examination Form

The exam is an individual 2D animation assignment and written assignment.

The student has 5 days to complete the assignments.

The focus of the 2D animation exam assignment is on the physicality and emotion of the character, as well as creating an assignment which works in the given setting. The student should be able to carry out the animation by choosing an appropriate workflow method, based on the 12 animation principles, as well as involving relevant reference material as needed, in order to portray a

character's movement and emotional changes. The student should be able to showcase an understanding of all 12 animation principles, with a high focus on particularly timing and spacing throughout the assignment. Consideration should also be given to the model construction and consistency of the design as well as the staging and posing of the character.

The focus of the written assignment is a workflow analysis connected to the animation assignment, where the student must show both knowledge and understanding of the execution of the animation assignment.

Formal Requirements

The student is required to complete a 72 frames (3 seconds) animation. The student is obliged to use the given character and layout but can choose to not use the given key poses.

The scope of the written assignment must be 2 to 6 standard pages.

ECTS Credits

30 ECTS credits.

Examination Language

The exam is conducted in the language of instruction.

Aids for the Exam

All forms of examination aids are permitted, except in the animation assignment, where 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 elements.

The final grade is determined on the basis of a holistic evaluation of the student's performance in the 2D assignment and the written assignment.

The exam is done with internal assessment and is graded according to the 7-point grading scale.

Prerequisites for the Exam

As a prerequisite for participation in the examination, the student is required to submit one showreel for approval. The showreel must comprise the assignments specified at the beginning of the first semester and reflect the exercises produced during the semester.

All exam prerequisites must be met for the student to be eligible for the exam.

If the student does not meet all the exam prerequisites at the time of the exam for the programme element, the student cannot participate in the exam and will consequently use an exam attempt.

Re-exam

In the case of a re-exam, the student must complete a new 2D assignment and a new written assignment.

19.21st Semester Exam – Computer Graphic Arts

The examination assesses the following independent programme elements in the 1st semester:

- Computer Graphic Arts 1 (20 ECTS credits)
- Animation Design: Basics (5 ECTS credits)
- Foundation of Storytelling for Animation 1 (5 ECTS credits).

Examination Form

The exam is an individual examination based on the student's 1st Semester Project, including the Making-of Reel and the Maya project directory.

The student must submit a Making-of Reel that documents their work across all pipeline and production stages included in the 1st Semester Project, in which the student creates a 3D indoor environment and develops, designs, and produces material for each stage of the production process. In addition, the student must submit their complete Maya Project Directory.

The Making-of Reel must include:

- Concept Design – Mood board/Material & light board. Thumbnails and sketches and final piece
- Turnaround of hero assets/props and UV and texture maps
- Final render and breakdown of compositing.

Formal Requirements

The student is required to hand in a show-reel demonstrating the process of the project and the work files which contain the exam project.

ECTS Credits

30 ECTS credits.

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 elements.

The final grade is determined on the basis of a holistic evaluation of the student's performance in the 1st Semester Project, including the Making-of Reel and the Maya project directory.

The exam is with internal assessment and is graded according to the 7-point grading scale.

Prerequisites for the Exam

As a prerequisite for participation in the examination, the student is required to submit one showreel for approval. The showreel must comprise the assignments specified at the beginning of the first semester and reflect the exercises produced during the semester.

All exam prerequisites must be met for the student to be eligible for the exam.

If the student does not meet all the exam prerequisites at the time of the exam, the student cannot participate in the exam and will consequently use an exam attempt.

Re-exam

In the case of a re-examination, the student may choose to revise and improve the work already submitted.

19.32nd Semester Exam – Character Animation

The examination assesses the following independent programme elements in the 2nd semester:

- 1st Year Project (10 ECTS-credits)
- Animation Design Advanced (5 ECTS-credits)
- Foundations of Storytelling for Animation 2 (5 ECTS-credits)
- Character Animation 2D – 2 (10 ECTS-credits).

Examination Form

The exam is conducted as an individual oral examination based on a practical 2D animation assignment and a written paper.

The student has 5 days to complete the assignment and the written paper.

The oral examination is 30 minutes including assessment and grading.

The student must demonstrate their ability to plan, prepare and execute a complex digital 2D animation scene, following a relevant 2D animation workflow and using appropriate methods of implementing relevant theory and reference material, to portray a character's performance.

The focus of the written assignment is a workflow analysis connected to the animation assignment, where the student must show both knowledge and understanding of the execution of the animation assignment.

The oral exam is based on the 2D animation assignment and the written workflow analysis.

Formal Requirements

The student is required to create a 120 frames (5 seconds) animation completed using the given key poses, layout and model sheets.

The scope of the written assignment must be 3-8 standard pages.

ECTS Credits

30 ECTS credits.

Examination Language

The exam is conducted in the language of instruction.

Aids for the Exam

All forms of examination aids are permitted, except in the animation assignment, where 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 elements.

The final grade is determined on the basis of a holistic evaluation of the student's performance in the 2D assignment and the written assignment.

The exam is with external assessment and is graded according to the 7-point grading scale.

Prerequisites for the Exam

As a prerequisite for participation in the examination, the student is required to submit one showreel for approval. The showreel must comprise the assignments specified at the beginning of the second semester and reflect the exercises produced during the semester.

All exam prerequisites must be met for the student to be eligible for the exam.

If the student does not meet all the exam prerequisites at the time of the exam for the programme element, the student cannot participate in the exam and will consequently use an exam attempt

Re-exam

In the case of a re-exam, the student must complete a new 2D assignment and a new written assignment before taking the oral examination.

19.42nd Semester Exam – Computer Graphic Arts

The examination assesses the following independent programme elements in the 2nd semester:

- 1st Year Project (10 ECTS-credits)
- Animation Design: Advanced (5 ECTS-credits)
- Foundation of Storytelling for Animation 2 (5 ECTS-credits)
- Computer Graphic Arts 2 (10 ECTS-credits).

Examination Form

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

The student has 4 days to complete the assignment.

The oral examination is 30 minutes including assessment and grading.

The students should demonstrate a firm grasp of both the creative and technical aspects of the production pipeline for a Computer Graphic Artist. The student will be tested on their perception and implementation of 2D work and 3D modelling work. Emphasis is placed on the student's ability to plan and implement a complex production task in a CG pipeline. The student is expected to choose and select relevant software tools and apply their knowledge of visual communication relevant for the assignment.

Formal Requirements

The student is required to do a 3D production assignment.

ECTS Credits

30 ECTS credits.

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 elements.

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 with external assessment and is graded according to the 7-point grading scale.

Prerequisites for the Exam

As a prerequisite for participation in the examination, the student is required to submit a portfolio showreel for approval. The showreel must comprise the assignments specified at the beginning of the second semester and reflect the exercises produced during the semester.

All exam prerequisites must be met for the student to be eligible for the exam.

If the student does not meet all the exam prerequisites at the time of the exam for the programme element, the student cannot participate in the exam and will consequently use an exam attempt

Re-exam

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

19.53rd Semester Exam – Character Animation

The examination assesses the following independent programme element in the 3rd semester:

- Character Animation 3D (30 ECTS credits)

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 third semester, including the ability to plan and execute an animation scene within a defined timeline and in accordance with required standards.

Formal 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.

ECTS Credits

30 ECTS.

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.

19.63rd Semester Exam – Computer Graphic Arts

The examination assesses the following independent programme element in the 3rd semester:

- Computer Graphic Arts 3 (30 ECTS credits).

Examination Form

The exam is an individual 3D assignment.

The student has 4 days to complete the assignment.

The student should demonstrate their understanding of texture, shading, lighting, rendering and compositing workflows, with a particular focus on the look development part (texture, shading and lighting).

Formal Requirements

The student is required to hand in a 3D production assignment.

ECTS Credits

30 ECTS credits.

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 3D assignment.

The exam is with internal assessment and is graded according to the 7-point grading scale.

Prerequisites for the Exam

As a prerequisite for participation in the examination, the student is required to submit one showreel for approval. The showreel must comprise the assignments specified at the beginning of the third semester and reflect the exercises produced during the semester.

All exam prerequisites must be met for the student to be eligible for the exam.

If the student does not meet all the exam prerequisites at the time of the exam for the programme element, the student cannot participate in the exam and will consequently use an exam attempt

Re-exam

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

19.74th Semester Exam

The examination assesses the following independent programme elements in the 4th semester:

- Foundations of Storytelling for Animation 3 (10 ECTS credits)
- 2nd Year Project (10 ECTS credits)
- Elective 1 (5 ECTS credits)
- Elective 2 (5 ECTS credits).

Examination Form

This is an individual exam based on a written assignment and a showreel showcasing the student's work produced during their two electives.

The written assignment consists of two parts:

- 1) Reflection on 2nd Year Project: The student demonstrates their ability to analyse and reflect on their workflows, and presents the knowledge and skills acquired during working with a client and a group on the 2nd Year Project.
- 2) Adaption assignment: The student demonstrates their ability to produce an adaption for animation.

Formal Requirements

The scope of the written assignment must be 10 to 12 standard pages.

The scope of the showreel must be maximum 3 minutes.

ECTS credits

30 ECTS credits

Examination Language

The exam is conducted in the language of instruction.

Aids for the Exam

All forms of examination aids are permitted, except in the showreel, where 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 elements.

The final grade is determined on the basis of a holistic evaluation of the student's performance in the written assignment and the showreel.

The exam is done with external assessment and is graded according to the 7-point grading scale.

Prerequisites for the Exam

As a prerequisite for participation in the examination, the student is required to submit a showreel for approval. The portfolio must showcase the student's individual contribution to the 2nd Year Project (maximum 3 minutes).

All exam prerequisites must be met for the student to be eligible for the exam.

If the student does not meet all the exam prerequisites at the time of the exam for the programme element, the student cannot participate in the exam and will consequently use an exam attempt

Re-exam

In the case of a re-exam, the student may choose to revise the product already submitted.

19.85th Semester Exam

The examination assesses the following independent programme elements in the 5th semester:

- Final Project (20 ECTS-credits)
- Elective 3 (10 ECTS-credits).

Examination Form

The exam is an oral group exam with individual assessment, consisting of 2-6 students in a group. The oral exam is based on the Final Project, which the group produces together.

Each student will get 5 minutes to present at the beginning of the examination. The standard time limit pr. student is 20 minutes; however, the overall length of the examination will not exceed two hours, including time for assessment and grading. Students will be graded individually based on their performance during the oral exam.

Formal requirements

The scope of the Final Project will have been determined early in the semester by the group.

ECTS-credits

30 ECTS-credits.

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 elements.

The students will be assessed on their performance during the oral group examination, focusing on how well they present, discuss and reflect upon their learning throughout the semester, both as individuals and as a group.

The final grade is determined on the basis of an evaluation of the student's performance in the oral examination and the Final Project.

The exam is with internal assessment and is graded according to the 7-point grading scale. The student is given one grade where the emphasis is 30 % on the 5th semester project and 70 % on the oral exam.

Prerequisites for the Exam

As a prerequisite for taking the examination, the student must submit one showreel for approval.

The showreel must be no longer than one minute and must clearly demonstrate the student's individual contribution to the Final Project produced during the semester.

All exam prerequisites must be met for the student to be eligible for the exam.

If the student does not meet all the exam prerequisites at the time of the exam for the programme element, the student cannot participate in the exam and will consequently use an exam attempt.

Re-exam

The re-examination is conducted as an individual oral examination based on the student's Final Project.

19.9 Internship Exam

The examination assesses the following independent programme element in the 6th semester:

- Internship (30 ECTS-credits).

Examination Form

This is an individual written exam.

The students must provide a structured exposition, analysis, and reflection on their self-selected learning objectives for the internship, as defined in their internship agreement. They must evaluate how and to what extent these learning objectives have been fulfilled, and present clear reasoning for why the objectives were or were not achieved.

In addition, the students must describe, analyse, and reflect on the animation industry and/or related industries, using their internship host and the overall learning objectives for the internship as the primary point of departure.

Students should relate their observations to broader industry tendencies and reflect on how their internship experience illustrates or challenges general industry characteristics, opportunities, and developments.

Formal Requirements

The scope of the report must be 4 to 6 standard pages.

ECTS credits

30 ECTS credits.

Examination Language

The exam is conducted in the language of instruction.

Aids for the Exam

Alle types of exam aids are permitted.

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 written assignment.

The exam is with internal assessment and is graded according to the 7-point grading scale.

Prerequisites for the Exam

Attendance is mandatory during the internship, and the student is required to follow the general rules given by the internship host, hereby working hours.

If the attendance requirements are not met, the student will not be eligible for the exam.

All exam prerequisites must be met for the student to be eligible for the exam of the programme element.

If the student does not meet all the exam prerequisites at the time of the exam for the programme element, the student cannot participate in the exam and will consequently use an exam attempt. As a general rule, the student will be here after receiving a hearing letter regarding withdrawal from the programme.

Re-exam

In the case of a re-exam, the student may choose to revise the report already submitted.

19.10 Career and Industry Exam

The examination assesses the following programme element in the 7th semester:

- Career and Industry (5 ECTS).

Examination Form

This is an individual portfolio exam. The student hands in a completed career portfolio showcasing work from throughout their studies.

Formal Requirements

The portfolio must be handed in as a fully functional website.

Work included in the portfolio must be created by the student. In the case that the featured work was created by more than one student, each individual students' role and function on the work must be clearly stated.

ECTS Credits

5 ECTS credits.

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 portfolio assignment.

The exam is with internal assessment and is graded according to the 7-point grading scale.

Prerequisites for the Exam

There are no prerequisites for this exam.

Re-exam

In the case of a re-exam, the student may choose to revise the product already submitted.

20 Bachelor Project

The Project Concludes the Programme

The Bachelor Project can only be examined once all other exams in the programme have been passed.

The exam is held at the end of the programme's final semester and concludes the programme.

Examination Form

The exam consists of a written project and an oral examination, where an overall grade is given based on a holistic assessment of the written and oral performance. This is an individual examination.

The student must also meet the requirements for the Bachelor Project as specified in the national part of the study programme.

The written project is a practice-based project in which the student critically reflects on their own creative development. Drawing on their Final Project (5th semester), their portfolio (7th semester), and internship experience (6th semester), the student produces a written report that puts their work to date into context of their own development and outlines their intended career direction for the next 1½ to 5 years.

The report must demonstrate independent analysis and critical reflection on the student's creative practice, its relevance to the professional animation industry, and how it connects to their broader career design plan.

Formal Requirements

The scope of the report must be 13-15 standard pages.

ECTS credits

10 ECTS credits.

Prerequisites for the Exam

There are no prerequisites for this exam.

Language of Examination

The exam is conducted in the language of instruction.

Aids for the Exam

All types of exam aids are permitted.

Assessment

The assessment criteria for the exam are the learning objectives as stated in the description of the programme element.

The student's spelling and formulation skills must be included in the assessment of the written report.

The exam is with external assessment and is graded according to the 7-point grading scale based on a holistic assessment of both the written project and the oral performance.

Re-exam

In the case of a re-exam, the student may choose to revise the report already submitted.

21 Exemption

The educational institution may deviate from what the institution itself has set in the curriculum if extraordinary circumstances apply.

An assessment of whether a circumstance is considered extraordinary will always be based on an individual and specific assessment.

As a general rule, an extraordinary circumstance is understood as a sudden situation that the student could not have foreseen or safeguarded against. The circumstance must be extraordinary for the specific student and must have a direct impact on the matter for which dispensation is sought. It is not sufficient that the circumstance can merely be regarded as extraordinary in a general sense.

Examples of circumstances that have previously justified dispensation include illness, hospitalisation, and force majeure, such as extreme weather conditions that prevent attendance.

Extraordinary circumstances may also include acute events in the student's immediate family, including children and spouse. Examples of circumstances in the immediate family that have

previously been considered extraordinary include serious illness and death when these directly affect the student.

It should be noted that extraordinary circumstances are not limited to the above examples, and an individual and concrete assessment is always made based on the application and the accompanying documentation.

22 Commencement and Transitional Provisions

This institutional part of the study programme comes into effect on 1st of August 2026 and applies to all students who are admitted/enrolled, including readmitted/re-enrolled, in the programme from this date or later.

Students who were admitted/enrolled in the programme before the commencement of this study programme can complete their studies according to the previous study program within the prescribed period of study, but no later than 31st of December 2029.

After this date, or once the student no longer can complete their studies within the prescribed period, students will transit to this study programme, and the previous study programme will cease.

23 Legal Basis

This study programme is prepared on the following legal basis:

- Ministerial order No. 312 of February 18, 2026, on Academy Profession elements and Professional Bachelor Programmes
- Ministerial Order No. 396 of April 12, 2024, on Academy Profession Programmes and Professional Bachelor Programmes
- Ministerial Order No. 624 of June 2, 2025, on Examinations and Tests in Professional and Vocational Higher Education Programmes
- Ministerial Order No. 313 of February 18, 2026, on BA in Animation.