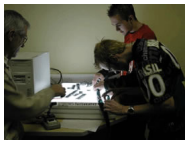

Course Outline

This course is designed for those with a basic understanding of animation, who wish to develop and enhance skills in animation design and techniques to a professional level, whilst aiming to provide an educational experience in preparation for employment within the industry or as a freelance animator/film maker.

Dealing with both design and craft issues, the course offers the student the forum to experience all the relevant skills required by the animation industries, while encouraging creativity and original responses to problem solving activities.

The course is structured in a 2 + 1 arrangement, with year 1 & 2 culminating in a HND in Art & Design (Animation). Year 3 is a one-year post HND top-up degree, with the successful student graduating with a BA (Hons.) in Animation.

Year one introduces the media through a number of short exercises such as analysis of movement and use of materials, by which to develop a skills base. Students opt into their specialist subject groups of 2D Classical or 3D Model animation after an introductory period. For computer animation please please see details of our BA/HND in Computer Animation.

The second year continues the development of key animation skills through substantial projects in character interaction and animated film development.

The third year allows for the development of a substantial final major project, which usually takes the form of an extended animated film within the studentÂ's specialist area of study, being either:

- 2D classical animation
- 3D model animation "stop motion"
- computer animation
- special effects
- mixed-media

These skills are enhanced by lectures in cinematic language through storyboards, sound analysis and character design, along with the core subject areas animation, historical and contextual studies, visual and design studies.

The course mirrors professional practice in every way, with success only being achieved by those students whose attendance, application and hard work are well above average and who are capable of undertaking the demands of the course and its problem-solving philosophy.

The culmination of the yearsÂ' work is exhibited when the centre hosts the Glammies, an award ceremony which highlights graduate films to an audience of professional animators, industry specialists and representatives of the media industries.

The Centre is keen to submit suitable student work for entry into competitions and festivals, with work being screened at the recent International Animation Festival in Cardiff and the London Effects and Animation Festival.

The skills developed on the course have been based upon extensive research into the requirements of the national and local animation industries, with which the Centre enjoys an extremely good working relationship. The Centre has also been developing international partnerships with universities in countries such as France and Canada, with a view to participating in joint projects and student exchanges.

Outcome

Students who successfully complete two years of the course will be awarded a BTEC Higher National Diploma in Art and Design (Animation), while students successfully completing year three will be awarded a BA(Hons.) in Animation. On graduation the student will be trained to a sufficient standard to be ready for employment within the industry or post-graduation education opportunities, leading to MA.

Administration

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