



Course Syllabus

Course Code	Course Title	ECTS Credits
ART-330	Handmade Animation	6
Prerequisites	Department	Semester
-	Design and Multimedia	Spring
Type of Course	Field	Language of Instruction
Elective	Fine Art	English
Level of Course	Lecturer(s)	Year of Study
1 st Cycle	Yiorgos Tsangaris	2 nd ,3 rd ,4 th
Mode of Delivery	Work Placement	Corequisites
Face-to-Face	N/A	None

Course Objectives:

The main objectives of the course are to:

- Formulate the tools (principles) and skills necessary to gain a basic understanding of what is handmade Animation.
- Demonstrate an understanding of the animation timing and spacing, the social, formal and technical aspect of animation art.
- Review a range of artists, filmmaker's concepts, methods and cultural ideas relevant to the study of contemporary and traditional animation practices.
- Experiment with a range of handmade techniques (under camera), concepts, methods and cultural ideas relevant to the study of contemporary and traditional animation practice.
- Apply and experiment with the possibilities of cut out animation, painting and drawing, exploring through thematic narratives and artists, a variety of visual languages.

Learning Outcomes:

After completion of the course students are expected to be able to:

1. Depict an understanding of the basic principles of handmade animation, historically and practically.
2. Demonstrate an understanding of contemporary methodologies within Animation practice and apply such methodologies to their own artistic research.
3. Employ an effective sense of timing in animation.
4. Illustrate an enhanced knowledge of contemporary animation, in terms of theory, practice and critical thinking.

5. Create an animation study which demonstrates an understanding of timing in relation to performance.
6. Create artworks conveying personal sensitivities and direction through a demonstrated research journey related to the works of other artists.

Course Content:

This course is a starting point for students to explore their ideas and the possibilities with in a range of artistic mediums using stop motion animation under camera.

1. Introduction. Contemporary Independent Animation Cinema (Lecture presentation).
 2. Animation & avant-garde through the work of the masters / Discussions.
 3. Workshop presentation: charcoal & paint animation(white board/transparent paper/glass).
 4. Masters of cut out animation / Workshop presentation: cut out animation.
 5. Student presentation: Project sources and references / Thoughts on sound.
 6. Studio work & individual project tutorials.
 7. Studio Work / preparations for mid term presentation.
 8. Presentation Of Individual Projects & Discussions (Mid Term).
 9. Studio work and individual project tutorials*
- *At this stage your project development, storyboards and animation tests should begin to show an understanding of performance; that the forms can convey emotion and personality.
10. Studio work / preparations for final work presentation.
 11. Presentation of the final work & discussions for final project improvements.
 12. Presentation Of The Final Work & Group Critique.

Learning Activities and Teaching Methods:

Lectures, workshops, individual/ group tutorials, group critiques, Artists lectures and site visits, assistant with the conceptual development for the group projects.

Assessment Methods:

Ongoing Course Work; Project Work; Research and Development; Resolved animated artwork; Active Participation.

Required Textbooks/Reading:

Title	Author(s)	Publisher	Year	ISBN
The Encyclopedia of Animation Techniques	Richard Taylor	Focal Press	2002	0240515765

Recommended Textbooks / Readings:

Title	Author(s)	Publisher	Year	ISBN
Fluid Frames	Corrie Francies Parks	Focal Press	2016	
Timing for Animation	Harold Whitaker & John Halas	Focal Press	2006	9780240517148

EBooks:

Title	Author(s)	Publisher	Year	ISBN
Historical Dictionary of Animation and Cartoons		Scarecrow Press	2009	9780810863231
Awn Official Guide: The Animation Pimp	Chris Robinson	Course Technology / Cengage Learning	2007	9781435457935