Course title	Animation Overview and Studio Practice
Course code	BIMA-260
Course type	Compulsory
Level	1st Cycle
Year / Semester	2nd
Teacher's name	Prof. Paschalis Paschalis

ECTS	6	Lectures / week	12	Laboratories / week	

Course purpose and objectives	The main objectives of the course are to: • Summarize the historical and critical overview of how motion graphics has evolved as a commercial practice in the motion picture, broadcast, and interactive media industries. • Examine case studies and engaging graphics that feature works of high artistic merit from across the globe. • Explain how designers formulate ideas; solve problems and search for artistic expression. • Demonstrate the choreography of movement and the main animation principles • Guide students to design and shoot stop motion animation films through the thoughtful and creative use of ideas, concepts, and contemporary technologies.
Learning outcomes	On completing the course students are expected to be able to: 1. Recognize the historical development of motion graphics and animation. 2. Identify the applications of motion graphics across different media platforms. 3. Analyze the aesthetic challenges and considerations in multimedia design. 4. Explain the concept of motion literacy in time-based media. 5. Apply sequential principles to communicate concepts and emotions effectively. 6. Conceptualize and define design objectives with a focus on the target audience. 7. Identify and describe fundamental animation principles and techniques. 8. Apply stop-motion techniques and studio practices to produce short, animated films.

Prerequisites	BIMA-160	Required	

Course content	A brief History of Motion Graphics and experimental Animation. Motion Graphics in Film and Television. Motion Graphics in Interactive media and the Environment. Motion Literacy: Choreographing movement. The sequential

	composition. Conceptualization. Animation Processes. The stop motion animation technique, the software, and the studio equipment. Putting theory into practice in the stop motion animation studio.
Teaching methodology	Lectures, seminars, one-day projects, demonstrations, tutorials, group critiques and discussions, practical projects, written assignments.
Bibliography	**Motion Graphics Design – Applied History and Aesthetics, Jon Krasner, focal press, 2008, 978-0-240-80989-2.** **Lecturer's notes, Paschalis Paschalis, online, 2024** **Recommended Textbooks / Readings:** The Advanced Art of Stop Motion Animation, Ken A. Priebe, Course Technology PTR; 1st edition, 2010, 978-1435456136 Stop Motion Filmmaking: The Complete Guide to Fabrication and Animation, Christopher Walsh, Bloomsbury Academic, 2019, 1474268048 Basics Animation 04: Stop motion, Barry Purves, AVA Publishing; 1st edition, 2010, 978-2940373734
Assessment	Major projects, in-class projects, written midterm exam, class attendance, weekly presentations, and performance.
Language	English