



Course Code MULT-250	Course Title Storyboarding and 2D Animation	ECTS Credits 6
Department Design and Multimedia	Semester Fall, Spring	Prerequisites MULT-161
Type of Course Major Requirement	Field Applied Multimedia	Language of Instruction English
Level of Course Undergraduate	Year of Study 2 nd	Lecturer(s) Poppy Aristidou
Mode of delivery Face-to-face	Work placement N/A	Co-requisites None

Objectives of the Course:

The main objectives of the course are to:

- Introduce students to visual sequence and continuity in all visual media
- Demonstrate the artistic vision through storyboards
- Guide students into animation concepts and technical issues
- Provide students with deep knowledge for creating advanced animation

Learning Outcomes:

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

1. Create a clear, symbolic language to communicate what is designed to happen in film, video, websites, animation, or computer games.
2. Analyze artistic vision through storyboards.
3. Identify the stages of animation from concept to planning and animation sequence
4. Create detailed storyboards
5. Design and develop animations of advanced level both aesthetically and technically

Course Contents:

1. Introduction to storyboarding/ animation sequence
2. Using *context of use* and *scenarios* as input
3. Brainstorm ideas (list, charts, doodles, quick notes)
4. Selecting ideas(reconsidering the project requirements, time and resources, constraints and target audience and end users)
5. Sketching each screen (describing any text, graphics, sound, video, and animation) and animating(frame sequencing and time line)
6. Evaluating/presenting the storyboard
7. Animation concepts/technical issues
8. Designing a user friendly interface, taking into consideration the target audience
9. Techniques/ Animation style and design

Learning Activities and Teaching Methods:

Lectures, Lab Presentations, Lab Tutorials, Practical Exercises and Assignments.

Assessment Methods:

Exercises, Mid-Term written Exam, Final project

Required Textbooks/Reading:

MULT-250 selected lecturer's notes

Recommended Textbooks/Reading:

Authors	Title	Publisher	Year	ISBN
John Hart	The Art of the Storyboard: Storyboarding for Film, TV, and Animation	Focal Press	1998	0240803299
Stephen J.Andriole	Rapid Application Prototyping: The Storyboarding Approach to User Requirements Analysis	QED Information Sciences	1992	0894354035
Wendy Tumminello	Exploring Storyboarding (Design Exploration Series)	Thomson Delmar Learning	2004	1401827152
Mark Simon	Storyboards: Motion in Art	Focal Press	2006	0240808053