



Course Syllabus

Course Code	Course Title	ECTS Credits
MULT-362	Stop Motion Animation	6
Prerequisites	Department	Semester
MULT-260	Design and Multimedia	Fall
Type of Course	Field	Language of Instruction
Required	Applied Multimedia	English
Level of Course	Lecturer(s)	Year of Study
1 st Cycle	Paschalis Paschalis	3rd
Mode of Delivery	Work Placement	Corequisites
Conventional	N/A	N/A

Course Objectives:

The main objectives of the course are to:

- Introduce students to the brief history of stop motion animation
- Acquaint students with the necessary knowledge and skills for the creation of a concept, story development and scripts for an animated film
- Offer insight into character creation with clay sculpting and wire armature
- Introduce students to scene design and lighting
- Enable students to explore timing, narrative and stop motion animation principles through experimental short sequences
- Offer insight on filming techniques, art direction and direction of photography
- Guide students to plan, design and produce a short animated film

Learning Outcomes:

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

1. Identify the history of stop motion animation
2. Create concepts, story developments and scripts for an animated film
3. Create and animate characters out of clay and wire armature
4. Create miniature movie scenes with lighting and sound
5. Utilize their knowledge and skills to art direct and film their own animations
6. Plan, design and produce a short animated film

Course Content:

1. History of stop motion animation
2. Concept creation, story development and scripts for an animated film
3. Storyboard design
4. Clay character creation
5. Scene design and lighting
6. Setting up the stop motion capture studio in class
7. Character movement and timing
8. Art direction, direction of photography and filming with the stop motion technique
9. Plan, design and produce a short animated film

Learning Activities and Teaching Methods:

Lectures, demonstrations, lab tutorials, exercises and assignments

Assessment Methods:

Participation, exercises and projects

Required Textbooks / Readings:

Title	Author(s)	Publisher	Year	ISBN
Stop Motion: Craft Skills for Model Animation	Susannah Shaw	Focal Press; 2 nd edition	2008	978-0240520551
A Century of Stop-Motion Animation: From Melies to Aardman	Ray Harryhausen	Watson-Guptill; 1 st Edition	2008	978-0823099801
Start & Run a Creative Services Business	Susan Kirkland	Self Counsel Press; 2 nd edition	2009	978-1551808642

Basics Animation 04: Stop-motion	Barry Purves	AVA Publishing; 1 st edition	2010	978- 2940373734
Stop Motion: Craft Skills for Model Animation (Focal Press Visual Effects and Animation)	Susannah Shaw	Focal Press; 1 st edition	2003	978- 0240516592
The Advanced Art of Stop- Motion Animation	Ken A. Priebe	Course Technology PTR; 1 st edition	2010	978- 1435456136