**Modules Catalogue: DL832 - BA (Hons) in Animation**

Erasmus students can study any of the 4 years of this programme for a full academic year or any of the 2 semesters in any given year.

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| **YEAR**  | **MODULE CODE** | **MODULE TITLE** | **ECTS** | **SEMESTER**  | **MODULE AIMS / LEARNING OUTCOMES** |
| 1 | ANIM H1014 | **CCS: Visual Culture, Film + Animation History** | 5 | Full Academic Year | The module aims to:* Introduce students to key events and issues in the history of animation and related media
* Develop students’ facility with the professional language of film and visual culture, in relation to the field of animation
* Develop a critical framework within which students can begin to establish a coherent relationship between theory and practice
* Develop students’ capacity for research and independent critical thinking.

On successful completion of the module, students will be able to:* Demonstrate their ability to articulate complex critical ideas
* Demonstrate an understanding of the relationship between theory and practice in animation
* Demonstrate increased familiarity with standard academic and research formats and practices
* Demonstrate a working knowledge of current and historical issues and frameworks in the field of animation visual culture.
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| 1 | ANIM H1015 | **Design for Animation: An Introduction** | 10 | Full Academic Year | The module presents the student with the opportunity to:* Achieve a basic working and theoretical knowledge of visual design principles for animation
* Recognise and explore the basic design principles in a creative and expressive and use these design principles to communicate a range of moods and emotions
* Engage in basic visual research and understand its relevance to animation film making
* Understand the basic terminology of design and develop abilities to evaluate and criticise individual and group work
* Develop presentation skills.

Design is linked to the personal project in year 1.On successful completion of the module, students will be able to:* Isolate and define core design principles and analyse visual images using the basic terminology of design
* Employ an understanding of and engagement with the creative and critical design process
* Apply design principles in a creative and expressive way to project work, communicating a range of moods and emotions
* Evaluate and criticise individual and group work.
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| 1 | ANIM H1016 | **Digital Skills for Animation: An Introduction** | 10 | Full Academic Year | The module presents the student with the opportunity to:* Gain a necessary foundation in the digital software and hardware basics essential for the production of animation projects
* Complete a number of practical projects that exercise and develop their technical skills and competencies
* Gain a fundamental awareness and understanding of the key role and essential management of digital systems and techniques in the animation production process.

On successful completion of the module, students will be able to:* Demonstrate a sound foundation in the basic digital skills necessary for animation production
* Have completed a number of practical projects developing their digital skills and competencies
* Demonstrate a theoretical and practical understanding of the key role and management of digital skills within animation projects
* Develop their own project work using appropriate digital hardware and software.
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| 1 | ANIM H1017 | **Life Drawing: An Introduction to Anatomy + Media**  | 10 | Full Academic Year | The module presents the student with the opportunity to:* To develop observational, gestural and interpretative drawing skills through appropriate drawing processes and exercises
* To introduce students to a range of skills through a variety of drawing media
* To develop the ability to apply knowledge of the human form using their kinesthetic intelligence/knowledge as an exploratory tool to produce drawings
* Expand knowledge of historical and contemporary practice in drawing through reference and discourse
* Develop ability to critically evaluate their work and the work of others.

**Connectivity*** Drawing skill supports animation through knowledge and ability to interpret structure and movement, expression in drawing helps develop ‘acting’ in animation, expression through use of a variety of media develops aesthetic awareness and visual language improving the overall design of work in animation
* Exploration of historic and contemporary reference material expands conceptual awareness of the thematic and aesthetic possibilities of their work in animation.

On successful completion of the module, students will be able to:* Make observational drawings that show evidence of fluency, confidence and expressive focus appropriate to this level
* Employ skills in the use of a variety of media and drawing techniques
* Show evidence of drawing as a form of exploration and research through drawing studies of human and other forms, including the exploration of structure and anatomy
* Demonstrate that they are developing a critical awareness of their own work and the work of others.
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| 1 | ANIM H1018 | **Animation Principles** | 20 | Full Academic Year | The module presents the student with the opportunity to:* Gain a solid foundation in fundamental animation techniques, principles andprocesses through hand drawn animation
* Establish core competencies in other fundamental animation techniques (sand, cut-out, clay, pixilation)
* Develop students’ familiarity with drawn animation technique and how it relates and informs other animation media
* Develop critical awareness in relation to personal work and the work of others through presentation and review.

On successful completion of the module, students will be able to:* Demonstrate the basic principles of drawn animated technique through a series of completed practical projects
* Evidence a familiarity with the techniques and expressive qualities of a variety of different animation media
* Demonstrate appropriate presentation and communication skills
* Demonstrate methods of organising workload.
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| 1 | ECA H1002 | **Introduction to FACT (Film, Art + Creative Technologies)** | 5 | Semester 1 | This module aims to introduce students to the disciplines in the faculty. It gives students a sense of their place and importance in its work, range of disciplines and ethos of practice and research. It supports the transition to third level, as part of the Institute focus on the First Year Experience, by enabling students to develop a sense of belonging and to make friends across the faculty.On successful completion of the module students will be able to:* Describe the disciplines in the faculty
* Compare the disciplines and identify similarities and differences
* Compare and contrast the learning activities in the module
* Create a digital artefact that represents a group’s view of the faculty
* Respond to and evaluate the common read.
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| **YEAR**  | **MODULE CODE** | **MODULE TITLE** | **ECTS** | **SEMESTER**  | **MODULE AIMS / LEARNING OUTCOMES** |
| 2 | ANIM H2013 | **CCS: Issues in Film + Animation Studies** | 10 | Full Academic Year | The module aims to:* Focus on the contemporary landscape of film and animation in both national and global contexts
* Deepen engagement with key theoretical approaches to animation visual culture, contemporary and historical
* Develop students’ capacity for research and independent critical thinking
* Advance students’ familiarity and comfort levels with standard academic formats and practices
* Develop confidence in writing for film.

On successful completion of the module, students will be able to: * Demonstrate an understanding of more advanced critical/theoretical approaches to film and animation
* Demonstrate an awareness of key contemporary issues in the national and global film and animation industries
* Demonstrate familiarity with standard academic and research formats and practices
* Demonstrate an understanding of basic narrative structures and their uses within animated film.
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| 2 | ANIM H2016 | **Life Drawing: Advanced Anatomy** | 5 | Full Academic Year | The module presents the student with the opportunity to:* Deepen the students’ ability in drawing using observational, analytical, gestural and interpretive approaches, in relation to the human figure and other sources
* Extend and facilitate their ability in and use of a variety of media in drawing and image making
* Deepen and extend their knowledge of the structure of the human body and how it works and further extend their ability to express this knowledge through drawing
* Extend a conceptual and aesthetic awareness of the possibilities of drawing
* Extend and develop critical skills of discourse, evaluation and contextualisation of image making particularly in relation to drawing with reference to historic and contemporary sources.

**Connectivity*** Drawing skill underpins animation through knowledge of structure and movement, expression in drawing connects to ‘acting’ animation, expression and use of media develops aesthetic awareness and visual language improving the overall design of work in animation
* Exploration and discourse on reference material historic and contemporary in image making expands conceptual awareness of the thematic and aesthetic possibilities of their work in animation across aspects of narrative, design, etc.

 On successful completion of the module, students will be able to:* Demonstrate an ability to directly express through drawing the vital physical information in a variety of human actions and physical expressions
* Employ an understanding and comprehension of the dynamics and structure of anatomical forms within the human body through responsive observational and research drawing
* Apply an understanding of the function and application of drawing as a form of exploration, research and expression
* Demonstrate an engagement with drawing on a personal level outside the classroom situation through personal work, and an increasing critical and creative growth through the same means.
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| 2 | ANIM H2014 | **Design for Animation Production** | 5 | Semester 1 | The module presents the student with the opportunity to:* Enhance knowledge in 2D visual design; learn core colour theory and application
* Recognise, isolate and explore design elements
* Understand the terminology of design and image making
* Build on existing knowledge of the design process
* Continue to develop and deepen a personal visual language

On completion of this module, the student will be able to:* Illustrate use of research and critical process in Visual Analysis
* Demonstrate an ability to use design techniques in a creative and expressive way, culminating in a process of World Creation Design, including Character and Environment
* Practice utilising design techniques to produce a given emotional effect on the viewer
* Demonstrate an understanding of core Colour Theory and using colour to create mood and emotion
* Criticize their own and others’ individual work in progress and be able to verbalize
* Employ the creative design process.
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| 2 | ANIM H2015 | **Digital Skills for Animation Production** | 5 | Semester 1 | The module presents the student with the opportunity to:* Develop the digital skills essential for the production of animation projects
* To allow the student to complete a number of practical projects developing their digital skills and competencies
* Develop a strong understanding of the design and integration of multiple digital techniques and technologies in animation projects.

On successful completion of the module, students will be able to:* Demonstrate the development of the digital skills essential for the production of animation projects
* Complete a number of practical projects that develop their acquired digital skills and competencies
* Demonstrate an understanding of the design and integration of multiple digital techniques and technologies in animation projects
* Integrate digital solutions into the development of their own project work.
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| 2 | ANIM H2018 | **Animation Character Performance** | 20 | Semester 2 | The module presents the student with the opportunity to:* Enhance and Develop the understanding of Character performance through a series of Drawn and Digital media exercises such as lip synchronization and action analysis
* Develop planning skills in relation to the following:

Producing planning, scripting, story boarding, layout and visual design, scene planning, storytelling.* Encourage and develop team/group production
* Enhance presentation and critique skills
* Develop production files which record and catalogue the processes of pre-production, production and critical thinking related to the chosen project.

On completion of this module, the student should be able to:* Demonstrate a range of skills in applied animation principles through a series of practical assignments
* Demonstrate design skills in the areas of character construction, posing and staging to enable you to construct balanced animated scenes
* Demonstrate a directorial understanding of the techniques necessary in the optimization of an animated piece
* Demonstrate an understanding of team/group working methods and production planning when applied to animation production.
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| 2 | ANIM H2019 | **Production Methods, Storyboarding + Layout** | 10 | Semester 2 | The module presents the student with the opportunity to:* Achieve a working and theoretical knowledge of visual design principles for cinematography and film.
* Recognise and explore the principles of storyboarding.
* Recognise and explore the principles Layout design.
* Explore and develop Storytelling and Story reel practice for Animation Production.
* Understand the terminology of the design process for cinematography and Animation.

On successful completion of the module, students will be able to:* Evidence a working and theoretical knowledge of design for cinematography and film, as well as the terminology of design.
* Develop and apply research methods to support their production design process.
* Demonstrate working design knowledge in visualising scripts or narratives as storyboards.
* Present, evaluate and critique individual and group work.
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| 2 |  | **Elective Module** | 5 | Semester 2 | The module is to provide the learner with an opportunity to study outside of their normal discipline and to encounter a range of themes, ideas, creative and critical approaches which are new to them. They work with students and staff from across the Faculty, so as well as encountering new areas of study this will also be an important opportunity for them to network with peers and lecturing staff. During this module they will gain a basic level of proficiency in a specified skill or practice.On successful completion of the module, students will be able to:* Practice / refine the skill being learnt
* Develop a brief and proposal for a project
* Research the historical and cultural context for their skill
* Maintain a reflective journal of work undertaken and knowledge / insight gained
* Complete and present final project work.
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| 3 | ANIM H3013 | **Research Seminar +** **Thesis Preparation** | 10 | Full Academic Year | The module aims to:* Introduce a varied number of topics, touching on a wide range of filmmaking practices and theoretical approaches
* Encourage students to suggest new areas for focus, and to develop group discussion on these topics
* Enhance the student’s skills in a number of specific areas: oral presentation, academic writing of increased length and analytical depth, time management in relation to research and writing
* Prepare students for the research and analysis undertakings associated with the preparation of their dissertation proposals.

On successful completion of this module, students will be able to:* Demonstrate their skills in research methodologies in preparation for their dissertation work
* Demonstrate their ability to understand and digest complex theoretical concepts and to apply them to written academic work
* Demonstrate their understanding of how critical approaches to film can be profitably integrated with their studio practice
* Produce a coherent, well-written, appropriately illustrated

thesis proposal which follows the Faculty’s guidelines for the presentation of academic writing. |
|  3 | ANIM H3017 | **Advanced Life Drawing for Animation** | 5 | Full Academic Year | The module presents the student with the opportunity to:* Further develop their knowledge of form and structure and expression to enable them in the execution of advanced animation skills
* Explore media, visual language and expression through drawing to support their research and generation of ideas for their main area of animation and as a tool of personal development in their art
* Research broadly into art and its language to inform the development and contextualization of their work
* Contextualize the drawing work in relation to the main area of animation study, thus informing work in progress
* Provide student with opportunity to further develop their ability to engage in critical discourse relating to contemporary artistic and animation practice.

On successful completion of the module, students will be able to:* Demonstrate technical ability and critical evaluation of drawing related to their main area within animation
* Produce and present a body of work in drawing that demonstrates their development, skill and use of drawing as a form of research and personal expression, supporting their work in animation and film making
* Examine critically their work and the work of others made in this module.
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| 3 | ANIM H3014 | **Research + Concept Development** | 5 | Semester 1 | Over an intensive 3-week period, through a Media Project, through Lateral Thinking and Concept Development Workshops and through Blackboard Journals, the student develops Research Skills, Reflective Practice and Critical Thinking. Through self-assessment and peer-assessment, the student’s understanding of the assessment process will develop and their approach to Learning starts to become more self-directed and reflective. This allows students to start understanding their discipline in a deeper way and allows them to construct knowledge of their discipline for themselves, guided by those around them.On successful completion of the module, students will be able to:* Generate, change and develop original project ideas using research methods, brainstorming, concept development, ideas generation and lateral thinking techniques
* Prepare, pitch and present group and individual project work
* Demonstrate clear understanding of the importance of Critical Analysis and Reflection in the development of their learning.
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| 3 | ANIM H3015 | **Toward Professional Practice** | 15 | Semester 1 | The module offers students opportunities to engage with industry standard briefs, external projects and placements, in order to develop the students’ understanding of specific animation industrial and business practices. This module also gives students the opportunity to work in groups and individually on the development of project work.On successful completion of the module, students will be able to:* Engage with live industry-standard project briefs or avail of opportunities for work placement or internship
* Evidence a developed understanding of Animation Industrial and Business Principles (project planning, time management, production management, the animation business environment)
* Originate, pitch and present group and individual project work.
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| 3 | ANIM H3018 | **Advanced Digital Skills for Animation Production** | 10 | Semester 2 | The module offers students opportunities to engage with industry standard briefs, external projects and placements, in order to develop the students’ understanding of specific animation industrial and business practices. This module also gives students the opportunity to work in groups and individually on the development of project work.On successful completion of the module, students will be able to:* Evidence a firm understanding of the conceptualisation, design and management of disparate digital techniques and technologies in the animation production process
* Integrate digital skills into a practical project (or project components) that challenge, develop and showcase their digital skills and competencies
* Demonstrate how the merging and synthesis of digital techniques can develop, enhance and enable their own project work.
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| 3 | ANIM H3016 | **Production Preparation** | 15 | Semester 2 | Through the development of original animation project work, the students will prepare themselves for the creative, technical, artistic and conceptual challenges of their final year and of the animation world.On successful completion of the module, students will be able to:* Generate, change and develop original project ideas using brainstorming, concept development, ideas generation and lateral thinking techniques
* Demonstrate a clear understanding of the importance of Research, Critical Analysis and Reflection in the development of their Learning
* Prepare, pitch and present project work, individually and/or in groups.
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| **YEAR**  | **MODULE CODE** | **MODULE TITLE** | **ECTS** | **SEMESTER**  | **MODULE AIMS / LEARNING OUTCOMES** |
| 4 | ANIM H4005 | **CCS: Thesis** | 15 | Full Academic Year | The purpose of this module is to:* Develop an organised research methodology appropriate to a self-selected topic identified in Stage Three or alternative topic as negotiated with individual tutor
* Demonstrate an advanced level of self-directive and reflexive research beyond expectations of standard thesis project
* Demonstrate a high quality of presentation, professionalism and appropriate academic writing skills.

On successful completion of the module, students will be able to:* Identify and evaluate literature appropriate to the critical enquiry of chosen thesis topic
* Select, modify and synthesise appropriate research methods to investigate chosen thesis topic
* Evidence an authoritative and innovative understanding of the topic under scrutiny
* Produce a coherent, well-written, extended academic dissertation which follows the Faculty’s guidelines for the presentation of academic writing.

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| 4 | ANIM H4007 | **Minor Project** | 10 | Semester 1 | The module presents the student with the opportunity to:1. Further develop a substantial body of personal animated production
2. Provide the student with the opportunity to undertake a major piece of original work in a format of their choice, through consultation with tutors
3. Extend students creative, critical and problem solving skills through the development of a significant self-directed project.

On successful completion of the module, students will be able to:* Further develop a body of work that supports their application for a place in professional practice, self-practice or further education
* Demonstrate a knowledge of the animation production planning
* Demonstrate an ability to work independently
* Demonstrate the ability to prepare a comprehensive peer presentation of current major project work.
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| 4 | ANIM H4008 | **Major Project** | 20 | Semester 2 | The module presents the student with the opportunity to:1. Engage in extended independent research on a topic of personal interest within the field of animation production
2. Produce a substantial body of animated production
3. Provide the student with the opportunity to undertake a major piece of original work in a format of their choice, through consultation with tutors
4. Extend students creative, critical and problem solving skills through the research, development and completion of a significant self-directed project.

On successful completion of the module, students will be able to:* Produce original work in a format of their choice, demonstrating a knowledge of the animation production processes from concept to completion
* Demonstrate a critical approach to solving animation production problems and an ability to work independently
* Complete a body of work that supports their application for a place in professional practice, self-practice or further education
* Prepare a comprehensive peer presentation of current major project work.
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| 4 |  | **Post Production + Professional Portfolio** | 15 | Semester 2 | The module presents the student with the opportunity to:* Enhance the students’ presentation skills
* Provide an opportunity for students to develop a professional approach to the promotion of themselves and their work
* To produce a professional online Portfolio.

On successful completion of the module, students will be able to:* Demonstrate an ability to complete, and present, completed animation production work to an industry standard
* Demonstrate an ability to author an industry/professional showcase of their work.
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**Note:** The practical modules in year 4 run until early June.