



Course unit title:	ANIMATION				
Course unit code:	AART301				
Type of course unit:	Elective				
Level of course unit:	Bachelor				
Year / Semester of study:	3 rd , 4 th / Fall, Spring				
Number of ECTS credits allocated:	6	Lectures p/w:	3	Labs p/w:	0
Instructor(s)	Mr Christos Andreou				
Aim of the Course	<p>Aim of the course and core objectives are to:</p> <ul style="list-style-type: none"> • Provide with the knowledge and skills to utilize the appropriate tools in order to manage certain projects efficiently and creatively. • Provide with the fundamental knowledge and technical capability to prepare and produce the appropriate visual and other material for the mediums to be intended. • Provide with the ability to competently use appropriate media and resources, gain technical awareness and develop a combination of skills acquired to create and prepare visual imagery for the screen. 				
Learning outcomes of the course unit:	<p>Students should be able to:</p> <ol style="list-style-type: none"> 1. Comprehend certain IT technologies in relation to the area of specialization 2. Construct necessary skills and knowledge of computer design as a tool for designers 3. Employ skills and competences characterised by harmony and function between design and technology. 4. Use of traditional art and design boards to a contemporary art and design methodology 5. Recognize and design final artwork needed for general cause of the areas of specialization in art and design 6. Evaluate, choose and support appropriate technology, technique to use in the professional sphere 7. Assess project work development through comments and discussions on a group presentation. 				
Prerequisites:	AART117, AART118		Co-Prerequisites:	None	
Course contents:	Preface Moving image & 2D Animation:				

	<p>Introduction to Moving image & 2D Animation. Explain the use and capabilities of Adobe After Effects & Adobe Premiere. Motion techniques and how animation works. Adobe After Effects & Adobe Premiere interface prologue.</p> <p>Moving Image design basics: Drawing tools, basic shapes and navigation. Rulers, guides and grids as drawing aids. Understand the main timeline and fps.</p> <p>Visual interpretation: Individual or group exercises stressing the use of computer as medium in order to design and produce a short animation. Project includes basic computer skills acquired.</p> <p>Basic Compositing techniques: Images and video potentials of Adobe After effects and adobe Premiere.</p> <p>Basic editing techniques: Video footage importing & editing in Adobe Premiere</p> <p>Basic sound editing/morphing: Lab-based workshop on sound, sound potentials of Adobe Premiere</p> <p>Visual Communication: Prepare final project for review and production. Participation in-group critique. The role and importance of visual and literal communication.</p>
Recommended and/or required reading:	
Textbooks:	<p>Adobe Creative, (2009), <i>Adobe After Effects CS4 Classroom in a Book</i>. USA, Adobe Press</p> <p>Adobe Press Adobe Creative, (2009), <i>Adobe Premiere CS4 Classroom in a Book</i>. USA, Adobe Press</p>
References:	<p>Visual contemporary references on magazines like: Etapes, Creative Review, IdN, +design, Computer arts.</p> <p>www.watchthetitles.com</p> <p>Adobe Online Help tv.adobe.com</p> <p>www.creativecow.com</p> <p>www.videocopilot.net</p> <p>www.artofthetitle.com/</p> <p>www.motionographer.com</p> <p>www.theinspirationroom.com,</p>
Planned learning activities and teaching methods:	<p>The course is delivered to the students by means of lectures and class discussions. Lectures are supplemented assignments on specific case studies in order for the students to familiarize themselves with the concepts and their application. Illustrated lectures, practical workshops, exercise, and group critiques. Student centered practical work, personal research, realization and manipulation in project work.</p>
Assessment methods and criteria:	<ul style="list-style-type: none"> • Knowledge and Understanding - 20% • Research and Analytical Skills - 20%

	<ul style="list-style-type: none">• Production competency and solution - 40%• Presentation and Communication - 20%
Language of instruction:	English
Work placement(s):	No