



# **DESCRIPTION AND SYLLABUS**

| Name of the subject in Hungarian:                           | Animation Technologies 1.                           |
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| Name of the subject in English:                             | Animation Technologies I.                           |
| Credit value of the subject:                                | 5   |
| The code of the subject in the electronic study system:     | BN-ANTNL1-05-GY                                     |
| Classification of the subject:                              | Obligatory  |
| Language of instruction (in case of non-Hungarian courses): | English   |
| Institute or department responsible for the subject:        | -   |
| Course type and number of contact hours:                    | Practical, class per week: 4, class per semester: 0 |
| Mode of study: (Full-time / Part-time):                     | Full-time training                                  |
| The semester in which the subject is open for registration: | 2022/2023 1st semester                              |
| Prerequisite(s):  | -   |

### THE PURPOSE OF THE SUBJECT, LEARNING OUTCOMES:

The course provides a basic introduction to the technical procedures used in animation. During the semester, students learn and practice the basics of drawing animation, as well as the main principles and aspects of motion design. As a result of the practice done during the semester, students will understand the technical principles of motion picture creation, the basics of editing, and they will be able to use the related softwares on a satisfactory level as well. As a result of the course students will understand the differences and connections between the analog processes and the related digital solutions. They will be able to create basic movements and design characters which are suitable for animation.

#### SUMMARY OF THE CONTENT OF THE SUBJECT

The subject is aimed at digital techniques used in animation, as well as motion picture editing and getting to know its basic operations. The tasks to be performed are film editing, as well as the field of image sequence creation (stop-motion animation, pixillation) and management. Another goal is the basic acquisition of the editing software, Adobe Premiere.

### STUDENT'S TASKS AND PLANNED LEARNING ACTIVITIES:

Listening to a lecture, practicing, experimenting, brainstorming, researching, online exploratory work, field work, discussion, presentation, short film and audio production, artistic creative activity

### **EVALUATION OF THE SUBJECT:**

- class activity, attendance 10%
- thoughtfulness, quality and validity of the created works and plans 25%
- independent work, invention 25%
- communication with the teacher, cooperation 15%
- the content of the presentation, documentation and the quality of the presentation 15%
- completing tasks on time 10%

## **OBLIGATORY READING LIST:**