**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 TITLE** | **ECTS** | **SEMESTER** | **MODULE AIMS / LEARNING OUTCOMES** |
| 1 | **Faculty of Film, Art + Creative Technologies – Transitional Studies** | 5 | Semester 1 | The aim of this module is to:   * support the transition to third-level study * give students an overview of their chosen discipline * enable students to collaborate with and gain knowledge of the other disciplines in the Faculty and their place within it * Enhance students Critical and Creative Thinking and their communication skills * focus on the First Year Experience and help students to get to know each other and the Institute.   On successful completion of this module, the learner will be able to:   * Critically describe and discuss their chosen discipline among peers * Compare and contrast the disciplines within the Faculty, identifying similarities and differences * Participate in a collaborative and interdisciplinary learning with peers from other disciplines within the Faculty * Create an artefact that represents a group’s view of the faculty. |
| 1 | **Technical Skills I: Draw** | 10 | Semester 1 | The aim of this module is to:   * Develop drawing skills in a range of modes/mediums and to “learn to learn” * Develop skills, deepen perceptions and evolve reflective process through creative practice * Begin to situate seeing & drawing in the context of design and visual language.   The objective of this module is to:   * Provide students with the opportunity to experience and explore new concepts and techniques through a combination of focused exercises and self-directed project work * Provide students with the broad experience of group, guided and self-directed independent work * Offer the student opportunities to engage in project-based, process-focused learning, through creative, practical, and iterative exploration.   On successful completion of this module, the learner will be able to:   * Evaluate various visual and design elements, presenting class and project work to evidence the application of analysis and skills * Demonstrate an exploration of drawing as a way of seeing, learning, processing, exploring, and documenting * Evolve a reflective personally meaningful document (not necessarily text-based) on their own learning process. |
| 1 | **Technical Skills II: Character** | 10 | Semester 1 | The aim of this module is to:   * Gain a solid foundation in fundamental animation techniques, principles and processes through hand drawn animation * Establish core competencies in other fundamental animation design ideas and techniques * 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 this module, the learner will be able to:   * Evidence a familiarity with the techniques and expressive qualities of a variety of different animation design language * Produce work using appropriate presentation and communication skills * Effectively manage and organise workload. |
| 1 | **Visual Culture I: Introduction to Visual + Material Culture**  **(Critical + Contextual Studies)** | 5 | Semester 1 | The aim of this module is to introduce core, interdisciplinary concepts in the emerging area of enquiry known as visual and material culture that are pertinent to development of contemporary expanded practice in the mediums of art, design, film and media.  The objective of this module is to introduce, contextualise and critique the broader contexts within which theories, histories, media and practices exist across and between all programmes in the Department of Design and Visual Arts and the Department of Film and Media. This introduction to interdisciplinary enquiry supports learners to develop a foundational understanding of the critical contexts within which practices across the Departments exist. This introduction to broader contexts and concepts in the still emerging areas of enquiry known as visual and material culture begins to develop the ability to research, analyse, reflect upon and effectively communicate historical, contemporary and emerging issues within contemporary critical practice.  On successful completion of this module, the learner will be able to:   * Research: Demonstrate effective and independent learning and research skills and identify key theoretical frameworks pertinent to the range of media and practices * Analyse, Interpret and Critique: Critically analyse, interpret and critique historical, current and emerging theories in visual and material culture and apply these theories to a variety of modes of practice * Communicate: Demonstrate effective communication of research, analysis, interpretation and critique of the material covered during the module through critical discussion and presentation within a peer group context. |
| 1 | **Faculty of Film, Art + Creative Technologies – Practical Masterclass** | 5 | Semester 2 | The aim of this module is to:   * provide the learner with an opportunity to study outside of their normal discipline and to encounter a range of practical masterclasses, themes, ideas, creative and critical approaches which are new to them and provides them with new skills appropriate to their discipline * allow learners to work with students and staff from across the Faculty, to collaborate and encounter new areas of study * provide professional development, networking and learning opportunities with peers and lecturing staff from across the Faculty * gain a basic level of proficiency in a specified practical skill through orientation and induction masterclasses OR develop their critical understanding of disciplines in the Faculty and the associated research skills through lectures and seminars.   On successful completion of this module, the learner will be able to:   * Identify key concepts and approaches to work in a discipline * Develop a project that demonstrates proficiency in a specified skill OR a critical understanding of a new discipline * Maintain a reflective journal of work undertaken and knowledge / insight gained * Present final project work * Have a more confident approach to decision-making and independent learning. |
| 1 | **Technical Skills III: World** | 10 | Semester 2 | The aim of this module is to develop the skills required in animation “World Building.”  The objective of this module is to introduce the concept of:   * Originating a version of reality, which conforms to its own set of rules * Devising an appropriate set of characters who inhabit this world.   On successful completion of this module, the learner will be able to:   * Formulate a plan for a believable environment, with an internal logic * Design a group of characters, compatible with this environment, who display a variety of individual personalities * Develop storyboards, layouts and backgrounds appropriate to the project * Compile a soundscape, which combines with visuals to create a convincing world illusion. |
| 1 | **Personal Project - Something Comes Alive** | 10 | Semester 2 | The aim of this module is to allow each stage one animation student an opportunity to bring something to life onscreen. Using some or all of the skills learned in the previous three stage one practical modules, each student will now attempt to animate the inanimate, whether a drawing, an object, a design, a pattern. Students will be encouraged to consider audio in support of their animation efforts.  The objective of this module is to:   * Create an illusion of life onscreen * Present individual project process works and reflection * Organise and plan her/his individual animation project work.   On successful completion of this module, the learner will be able to:   * Create an illusion of life onscreen * Present individual project process works and reflection * Organise and plan her/his individual animation project work. |
| 1 | **History of Film + Animation**  **(Critical + Contextual Studies)** | 5 | Semester 2 | The aim of this module is 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   The objective of this module is to:   * Provide students with a firm grounding in the basics of film and animation theory, as well as establishing a concise overview of the history of these disciplines from the late nineteenth century to the present day (with an emphasis, at this stage, on early cinema and classical filmmaking and animation modes). * Develop students’ capacity for research and independent critical thinking.   On successful completion of this module, the learner will be able to:   * Engage with contextual and critical ideas in relation to film and animation * Build an appreciation of the symbiotic relationship between theory and practice in animation * Produce scholarly work based on research, in line with standard academic research formats and practices * Demonstrate a working knowledge of current and historical issues and frameworks in the field of animation and film. |

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| 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. |
| 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. |
| 2 | ANIM H2016 | **Life Drawing** | 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. |
| 2 | ANIM H2017 | **Character Animation Principles** | 10 | Semester 1 | The module presents the student with the opportunity to:   1. Develop acquired skills from year 1 in the principles of drawn animation 2. Enhance understanding of human motion 3. Enhance understanding Character performance 4. Enhance understanding of scene composition and timing for animation.     On completion of this module the student will 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, staging, and the animation of the human form * Visually and critically analyse animation content in relation to one's own work and others * Demonstrate appropriate organisational, presentation and communication skills. |
| 2 | ANIM H2021 | **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. |
| 2 | ANIM H2020 | **Animation Character Performance** | 10 | 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. |
| 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. |
| 2 | ECA H2027/29 | **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. |
| 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. |
| 3 | ANIM H3019 | **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. |
| 3 | ANIM H3020 | **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. |
| 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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| 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. |
| 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. |
| 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. |
| 4 | ANIM H4010 | **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. |

**Note:** The practical modules in year 4 run until early June.