



# **DESCRIPTION AND SYLLABUS**

| Name of the subject in Hungarian:                           | Animation Technologies 5.                           |
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| Name of the subject in English:                             | Animation Technologies V.                           |
| Credit value of the subject:                                | 5   |
| The code of the subject in the electronic study system:     | BN-ANTNL5-05-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):  | [Animation Technologies IV. (fulfillment)]          |

## THE PURPOSE OF THE SUBJECT, LEARNING OUTCOMES:

The course focuses on the development of the graduation films through writing and analysing practices.

The course deepens the professional knowledge about the main processes and stages used in animation design. During the semester the main focus will be on advanced use of visual storytelling and dramaturgical solutions. As a result of the practice, students will be able to adapt complex narratives to motion pictures, especially animation, using confidently the adequate film grammar.

### SUMMARY OF THE CONTENT OF THE SUBJECT

The main focus of the course is to develop the graduation film ideas to production ready film plans.

We are thinking about the storytelling on the horizon beyond media, from literature, through photo and fine art, to live action and animation films. Throughout the semester we learn the brief theory of the fundamental dramaturgical concepts and practice them by film analysis and exercises in writing and story creation. The students will get tools for unfolding ideas to stories and storyworlds. The students will also experience how writing in given professional formats is already a development process.

By the end of the first semester the students will be ready with the creative dossier of their developed animation film plan: logline, synopsis, treatment, script, storyboard (in relevant cases character description) and they will be able to present it in a structured pitch.

# STUDENT'S TASKS AND PLANNED LEARNING ACTIVITIES:

In this semester we will develop the graduation film plans. The students will be given personalised tasks from class to class in order to step forward with their projects. These will be often written homeworks to be sent before the following class, and to be discussed in the next class. Students will also make creative exercises in the classes, in order to gain routine in story creation and apply the theoretical principles they learn about. We will analyse live action and mainly animation films and discuss the director's decisions, primarily the storytelling and dramaturgical considerations. We will visit a fine art exhibition in the frames of one of the class and make a homework exercise related to the artworks seen as a storytelling practice. The goal with these activities is to awaken creativity, inspire and widen the horizon of thinking.

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

The end-of-semester assessment consists of the activity throughout the courses, film





analysis and practices, and the quality of the creative dossier (logline, synopsis, treatment, script, moodboard and/or storyboard), ready at the end of the semester.

# **OBLIGATORY READING LIST:**