Hanze

Course: Animation level 3 credits: 5

Course code	GTVB24ELAN3
Name	Animation level 3
Study year	2025-2026
ECTS credits	5
Language	English
Coordinator	G. Coppolella
Modes of delivery	Tutorial
Assessments	Animation level 3 - Other assessment

Learning outcomes

For this elective level 3 students have to write 5 personal learning outcomes that adapt to their level, development needs and the CMGT competencies.

These learning outcomes must be clearly different from level 2 learning outcomes in the judgement of the lecturer of the course and require the approval of the course coordinator.

Content

For this elective, students will focus on creating a portfolio ready animation(s). These could have any kind of application ranging from, but not limited to: short films, music videos, advertisements or an animated website.

Go wild and use the LED screen in the Spacelab to record a video doing a dance off against your own animated avatar! Use your work from Narrative Design and bring your story world to life! Take your creature from Creature Design and animate it for a gripping cutscene.

The goal for students is to comprehend the principles of animation such as sense of weight, timing and style, how to apply them to their chosen concept and explore animation techniques (eg, 2D, 3D, Claymation etc) used in different industries.

By completing practical exercises in class like creating small animations, students build up the foundation to make their concept come to life. Additionally, they'll be collecting supporting material for their design process on a week-by-week basis.

Students will then storyboard and plan their workflow, determining the appropriate techniques and technologies required to create a portfolio worthy piece.

Students are free to experiment, think outside of the box and pursue a topic and technique they are passionate about. This freedom extends both to the nature of the project and the makeup of the creative team. Students can decide to work as an individual, in pairs or in a team. If more people work on a project, then more will be possible, yet more will be expected in terms of complexity and scope.

A proposal will be discussed to realistically match the timeframe and expected workload.

The final product will be a rendered animation that is expected to have a coherent concept, theme, style and purpose.

Included in programme(s)

Creative Media & Game Technologies

School(s)

School of Communication, Media & IT

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