### **COURSE OUTLINE**

# (1) GENERAL

SCHOOL	SCHOOL OF APPLIED ARTS & CULTURE				
ACADEMIC UNIT	DEPARTMENT OF GRAPHIC DESIGN & VISUAL COMMUNICATION				
LEVEL OF STUDIES	Undergraduate				
COURSE CODE	N1-7070 SEMESTER 7th				
COURSE TITLE	ANIMATION				
INDEPENDENT TEACHING ACTIVITIES if credits are awarded for separate components of the course, e.g. lectures, laboratory exercises, etc. If the credits are awarded for the whole of the course, give the weekly teaching hours and the total credits		WEEKLY TEACHING HOURS	CREDITS		
			4	6	
Add rows if necessary. The organization of teaching and the teaching methods used are described in detail at (d)					
COURSE TYPE					
general background, special	Specialty - elective course			2	
background, specialized general	Specialization, Skills Development			nent	
knowledge, skills development					
PREREQUISITE COURSES	Storyboard and Cartoon				
LANGUAGE OF INSTRUCTION and EXAMINATIONS	GREEK				
IS THE COURSE OFFERED TO ERASMUS STUDENTS?	YES (in English)				
COURSE WEBSITE (URL)	https://eclass.teiath.gr/courses/GRAF105/				
	<u>www.youtube.com/teianima</u> Link of the films produced in the specific lesson				

### (2) LEARNING OUTCOMES

#### Learning outcomes

The course learning outcomes, specific knowledge, skills and competences of an appropriate level, which the students will acquire with the successful completion of the course are described. Consult Appendix A

- Description of the level of learning outcomes for each qualifications cycle, according to the Qualifications Framework of the European Higher Education Area
- Descriptors for Levels 6, 7 & 8 of the European Qualifications Framework for Lifelong Learning and Appendix B
- Guidelines for writing Learning Outcomes

At the end of the semester, students will be able to:

- Do a wider and deeper research in the subject that will present
- Communicate their subject through animation
- Express their selves through cinematic language
- Have a knowledge to create short animation movies for advertising reasons or festival participations
- Collaborate with their colleagues
- Use computer softwares for editing audiovisual material using animation techiques
- Understand animation in a deeper level and be able to use their knowledge in different fields such as advertisement, short movie production, interactive animation, 3d mapping, virtual reality, gaming, etc.
- Give and receive feedback from their colleagues

#### **General Competences**

Taking into consideration the general competences that the degree-holder must acquire

(as these appear in the Diploma Supplement and appear below), at which of the following

### does the course aim?

Search for, analysis and synthesis of data and information, with the use of the necessary technology Adapting to new situations Decision-making environment responsibility Working independently Team work Working in an international environment thinking Working in an interdisciplinary environment Production of new research ideas Project planning and management Respect for difference and multiculturalism Respect for the natural Showing social, professional and ethical

and sensitivity to gender issues Criticism and self-criticism Production of free, creative and inductive

• Research, analysis and composition of data and information, using the given technologies

Others...

- Promote free and creative way of thinking
- Cooperative projects
- Working in interdisciplinary field
- Give and receive feedbacks

# (3) SYLLABUS

# **Theoretical part**

Cinematic language analysis, presenting remarkable animation movies as an example. Teaching the basic principles of directing, through animation movies, which have been awarded, by analysing each scene, in order for students to understand directing techniques. Analyse the use of lighting as part of expressing feelings. Explain the connection of time in plot and expression. Introduce students to different techniques, they can use for their projects, for visualising their story in the best way possible.

### **Creative part**

In the creative part of this class, students are creating short animation movies based on their storyboards, that they have completed in the previous semester. We emphasize in the use of animation techiques in the narration of a story but also in the extreme result of an animation, in addition of a live action scene

Movies are results of group work, and there is a movie for each different scenario. Every group creates a completed animation movie, with the technique that's been chosen by the fellow students of the group. Every movie has to have a completed scenario that gets understandable by the audience, has to have good quality of visualisation, also sound effects and music. Necessary use of computer softwares for creation, direction and editing of an animation movie (photoshop, painter, premiere, after effects, sound editing, etc).

USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY       Presentations on power point and video projections, open e class.         Training on special software for create animation video, as paint programs with time line, editing, create vectors composition ect         TEACHING METHODS         TEACHING METHODS         The manner and methods of teaching are described in detail. Lectures, seminars, laboratory practice, fieldwork, study and analysis of bibliography. Lutorials, placements, clinical practice, art workshop, interactive teaching, educational wists, project, essay writing, artistic creativity, etc.         The student's study hours for each learning activity ore given as well as the heavas of non-directed study according to the principles of the ECTS       1. Theoretical part (essay) (20%)         STUDENT PERFORMANCE questionning short-answer questions, spen-ended questions, problem solving, writter work, essay/propert, oral examination, methods of evaluation, short-answer questions, open-ended questions, problem solving, writter work, essay/propert, oral examination, public presentation, laboratory work, clinical examination, fuboratory work, clinical examination, diboratory work, clinical examination, diboratory work, clinical examination, diboratory work, clinical examination, diboratory work, clinical examination of patient, public presentation, laboratory work, clinical examination, diboratory work, clinical examination of patient, clinical examination, or dif and where they are and if and wh	<b>DELIVERY</b> Face-to-face, Distance learning, etc.	A digital audio-visual animation video mp4, presented face to face				
TEACHING METHODS         The manner and methods of teaching are described in detail. Lectures, seminars, laboratory practice, fieldwork, study and analysis of Bibliography, tutorials, placements, clinical practice, art workshap, interactive teaching, educational visits, project, essay writing, artistic creativity, etc.       10         The student's study hours for each learning activity are given as well as the hours of non-directed study according to the principles of the ECTS       10         STUDENT PERFORMANCE procedure, Language of evaluation, summative or conclusive, multiple choice questionnaires, short-answer questions, open-ended questionnaires, scasy/report, oral examination, other activity, oral examination, other secsifically-defined evaluation, other procedure, laboratory work, clinical examination, other evaluation, other evaluation, summative or conclusive, multiple choice questionnaires, short-answer questions, open-ended questionnaires, clinical examination, other evaluation, other secsifically-defined evaluation, criteria are given, et al.       1. Animation movie that has been created for the class, which gets evaluated for (80%)         The securities of patient, clinical examination, other specifically-defined evaluation criteria are given,       1. Animation movie that has been created for the class, which gets evaluated for (80%)         The securities of patient, clinical examination, of patient, clinical examination, order given, erative are given, erative areadive areadive are area area and the communication wit	COMMUNICATIONS TECHNOLOGY Use of ICT in teaching, laboratory education, communication	class. Training on special software for create animation video, as paint programs with time line, editing, create vectors				
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accessible to students.						

### (5) ATTACHED BIBLIOGRAPHY

### **Greek sources**

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- 2. Animation-Το κινούμενο σχέδιο Γ. Βασιλειάδης (Αιγόκερος 2007)

#### International Sources

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- 2. Treasures of Disney animation art Robert Abrams John Canemaker (Artabrass 1982)
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