ANIMOTION LUCERNE ACADEMIC YEAR 26/27

1ST YEAR

1ST SEMESTER

● EXPLORE
WORLDBUILDING I 6 ETCS
Ideation
1- and 3-Picture-Stories
Experimental Basics

TECHNIQUE I 3 ETCS
Artskills
Sound I
Videotechnique

BASICS I 15 ETCS
Animation I
2D Animation
Project I
StopMotion
CGI I

● STORY AND DIRECTING	Short Formats 1-frame / 3-frame Stories Basic Principles of Dramaturgy	Basics Sound Basics Video Editing	Narration by Animation	Writing, Implementation Storyboard Teamwork	
● ARTWORK	Image Composition in 1- and 3-picture Stories Visualising Film Ideas by Thumbnail Storyboards	Drawing Skills Basics Character-Design	Variable image composition through movement	Character Design Set Design Image Composition Camera	Modeling Camera Positions Simple Colour and Texture
● ANIMATION	Animatic		12 Principals of Animation	Straight Ahead Animation Animation in Space	Simple Animations in CGI
● TECHNOLOGY	Paper and Pencil Dragon Frame Linetester	Basics Da Vinci (Film Editing) Basics Reaper (Sound Editing)	Paper and Pencil Dragon Frame Linetester TV Paint	Digital: Dragon Frame Analogue: Basics Puppet- and Set Building Basics Lighting	Blender
● SOUND		Basic Sound Design	First Steps Sound and Animation	Sound design for this project	

THEORY ECTS 3

● SPEC. THEORY: ANIMATION-SPECIFIC NARRATIVE AND DESIGN
● THEORY WEEK 1: POLITICAL ANIMATION, PROPAGANDA.
● THEORY WEEK 2: ELECTIVE

+ MODULES (ISA / FOCUS) ECTS 2/3

2ND SEMESTER

● BROADEN
WORLDBUILDING II 6 ETCS
Concept Art, Script Basics II, 2D, CGI, Stop Motion

ANIMATION II 6 ETCS
CGI, 2D, Stop Motion, Sound II

OPEN OR FOKUS 9 ETCS
+Colabor
Crosscurricular Offers
CGI Basics III

● ORIENT
VOID 6 ETCS
Orientation

● STORY AND DIRECTING	Research of a World Synopsis Script Plot	Narration by Animation
● ARTWORK	Research of a Visual World Depending on Story Concept Art Compositions	Staging
● ANIMATION	2D: Walk Cycles, Action Shots, Lip Synch CGI: Animation Basics, Walk Cycles Stop Motion: Walk Cycles, Action Shots	
● TECHNOLOGY	2D: TV Paint CGI: Modelling Rigging etc. Stop Motion: Adv. Puppet Building / Set Building	2D: TV Paint CGI: Blender Stop Motion: Motion Control Voluntary: After Effects
● SOUND		Sound Design for 3rd Year Graduation Projects

+Colabor:
Course Dependent

CGI Basics III:
Modeling / Texturing / Rigging
Light-Shading-Rendering

Self organised
Reflections
Exercises
Experiments

Coaching
Site Meetings

THEORY ECTS 3

● THEORY WEEK 3: RESEARCH METHODS FOR WORLD BUILDING
● THEORY WEEK 4: ELECTIVE
● EXCURSION ANNECY

WRITING WORKSHOP II ECTS 1
INNOVATION LAB II ECTS 1

VOLUNTARY SUMMERBREAK AD-ON-OFFER:
OUT OF HOME ANIMATION ECTS 3

2ND YEAR

3RD SEMESTER

● IMPLEMENT
ROLES
Story / Directing
Concept Art / Character Design
Animation
Compositing
Sound

PROJECT 24 ETCS
Pitch
Preproduction, Production, Postproduction
Producing
Presentation

● STORY AND DIRECTING	1 **Story** Dramaturgy in Short Formats, Leading a Team		Over All: Pitching, Client Communication, Teamwork, Story, Storyboard, Animatic, Project Management, Producing
● ARTWORK	2 **Concept Art** Character Design, Background Design, Layout		Over All: Concept Art, Factsheet, Moodboard, Character Design, Turnaround, Thumbnails, Set Design, Environment Design, Storyboard, Layout, Designing via Technology
● ANIMATION	3 **Animation III** Physicality of Movement, Psychology of Movement, Secondary Action, Acting, Body Language, Facial Expressions, Gestures		Over All: Narration by Animation Division of Work Time Management
● TECHNOLOGY	4 **VFX** Compositing in Nuke or After Effects		Over All: Implementing and broaden technology skills
● SOUND	5 **Sound** Foley, Mixing, Mastering		Over All: Narration with Sound, cooperation with composers

THEORY ECTS 4

● BASIC OF FILM LANGUAGE
● INTRODUCTION TO SC. WRITING ECTS 3
● THEORY WEEK 5: ELECTIVE ECTS 1

WRITING WORKSHOP II ECTS 1
INNOVATION LAB II ECTS 1

+ MODULES (ISA / FOCUS) ECTS 2

FOR EXCHANGE STUDENTS:
EXCHANGE LOGBOOK II ECTS 3

4TH SEMESTER

● DEEPEN
ELECTIVE DEEPENING 9 ETCS
Expanded Animation II
VFX II
Experimental Narration

OPEN OR FOKUS 9 ETCS
+Colabor
Crosscurricular Offers
Industry Link / Internal Internship

● ANTICIPATE
VOID 6 ETCS
Prepare

● STORY AND DIRECTING	Narration in Large Formats Commissioned Work	Music clip Directing	Short Format Experimental Narrations Experimental Writing
● ARTWORK	Concept Art for Large Formats Abstractions	Concept Arts in Combination of Real Action Shots and CGI	Experiment Based Ideation
● ANIMATION	Economical Animation	Project-depending	Open
● TECHNOLOGY	Open, After Effects	Nuke Houdini	Project-depending, Analogue and Digital
● SOUND	If applicable: Sound Design	If applicable: Sound Design	If applicable: Sound Design

+Colabor:
Course Dependent

Industry Link:
Coworking at
Graduation Projects
on personal skills

Self organised work:
Finalising projects
Preparing 3rd year

Coaching
Voluntary Offers

THEORY ECTS 3

● ANIMATION & REALISM
EXCURSION INTO ART HISTORY AND VFX

● THEORY WEEK 6: SEMINAR WORD
WRITING WORKSHOP II ECTS 1
INNOVATION LAB II ECTS 1

FOR EXCHANGE STUDENTS:
EXCHANGE LOGBOOK II ECTS 3

● THEORY WEEK 7: ELECTIVE
VOLUNTARY SUMMERBREAK AD-ON-OFFER:
LUCERNE MASTER ACADEMY OF ANIMATION

LuMAA CGI ECTS 12
LuMAA 2D ECTS 9

3RD YEAR

5TH SEMESTER

● EXECUTE
PREPRODUCTION 15 ETCS
Project Development
Dossier
Preproduction

● FOCUS
ELECTIVE SKILLSET 9 ETCS
Concept Art,
Storyboard, Decoupage,
Story, Animation, VFX

● STORY AND DIRECTING	Story Team Building	Budget, Financing Storyboard / Animatic	tbd. / variable
● ARTWORK	Production Design	Storyboard / Animatic	tbd. / variable
● ANIMATION		Breakdown	tbd. / variable
● TECHNOLOGY		Kitsu	tbd. / variable
● SOUND	1st Sound Concept	Layout Sound for Animatic	tbd. / variable

THEORY ECTS 3

● DEVELOPMENT OF WRITTEN THESIS
● IF NECESSARY: ELECTIVE

WRITING WORKSHOP II ECTS 1
INNOVATION LAB II ECTS 1

+ MODULES (ISA / FOCUS) ECTS 2

6TH SEMESTER

● EXECUTE
BA PRACTICAL THESIS
21 ETCS

BA WRITTEN THESIS
6 ETCS

● PUBLISH
PRESENTATION
3 ETCS