

**1<sup>ST</sup> SEMESTER**

**2<sup>ND</sup> SEMESTER**

● **EXPLORE**  
**WORLDBUILDING I**  
6 ECTS

**TECHNIQUE I**  
3 ECTS

**BASICS I**  
15 ECTS

● **BROADEN**  
**WORLDBUILDING II**  
6 ECTS

**ANIMATION II**  
6 ECTS

**OPEN OR FOKUS**  
9 ECTS

**CLOSED SUBJECT**  
6 ECTS

Ideation  
1- and 3-Picture-Stories  
Experimental Basics

Artskills  
Sound I  
Videotechnique

Animation I  
2D Animation

Project I  
StopMotion

CGI I

Concept Art, Script  
Basics II, 2D, CGI,  
Stop Motion

CGI, 2D, Stop Motion,  
Sound II

+Colabor  
Crosscurricular Offers

Experimental Animation  
Expanded Animation I

CGI Basics III

● 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		Research of a World Synopsis Storyboard Script Plot	Narration by Animation			Experiment Principals of Projecting Formats
● 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	Research of a Visual World Depending on Story Concept Art Compositions	Staging		+Colabor: Course Dependent	Analogue Film Design Large Formats
● ANIMATION	Animatic		12 Principals of Animation	Straight Ahead Animation Animation in Space	Simple Animations in CGI		2D: Walk Cycles, Action Shots Lip Synch CGI: Animation Basics, Walk Cycles Stop Motion: Walk Cycles, Action Shots			Practices
● 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	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		CGI Basics III: Modeling / Texturing / Rigging Light-Shading-Rendering	Analogue Materials Mapping Software
● SOUND		Basic Sound Design	First Steps Sound and Animation	Sound design for this project			Sound Design for 3rd Year Graduation Projects			Sound in Space Found Footage

**THEORY ECTS 3**

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● **SPEC. THEORY: ANIMATION-SPECIFIC  
NARRATIVE AND DESIGN**

● **THEORY WEEK 1:  
POLITICAL ANIMATION, PROPAGANDA,**

● **THEORY WEEK 2:  
ELECTIVE**

● **THEORY WEEK 3: RESEARCH METHODS  
FOR WORLD BUILDING**

● **THEORY WEEK 4: ELECTIVE**

**WRITING WORKSHOP II ECTS 1**  
**INNOVATION LAB II ECTS 1**

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

● **EXCURSION ANNECY**

**3<sup>RD</sup> SEMESTER**

**4<sup>TH</sup> SEMESTER**

● **IMPLEMENT**  
**SPECIALISATION**  
3 ECTS

**PROJECT**  
21 ECTS

● **DEEPEN**

**ELECTIVE DEEPENING**  
9 ECTS

**OPEN OR FOKUS**  
9 ECTS

● **ANTICIPATE**  
**OPEN SUBJECT MODULE**  
6 ECTS

**CHOICE**  
2 OF 5:

Preproduction  
Production  
Producing  
Presentation

Expanded Animation II

VFX II

Experimental Narration

+Colabor  
Crosscurricular Offers

Motion Graphics  
Unity and Blender

White Card

● STORY AND DIRECTING	<b>1</b> Dramaturgy in Short Formats, Leading a Team	<b>Story II</b>	Over All: Pitching, Client Communication, Teamwork, Story, Storyboard, Animatic, Project Management, Producing	Narration in Large Formats Commissioned Work	Music clip Directing	Short Format Experi- mental Narrations Experimental Writing				Info-based storytelling	Description of Settings
● ARTWORK	<b>2</b>	<b>Concept Art II</b> Character Design, Background Design, Layout	Over All: Concept Art, Factsheet, Moodboard, Character Design, Turnaround, Thumbnails, Set Design, Environment Design, Storyboard, Layout, Designing via Technology	Concept Art for Large Formats Abstractions	Concept Arts in Combination of Real Action Shots and CGI	Experiment Based Ideation		+Colabor: Course Dependent		Motion Design / Typography on Screen	Basic Design in VR
● ANIMATION	<b>3</b>	<b>Animation III</b> Physicality of Movement, Psychology of Movement, Secondary Action, Acting, Body Language, Facial Expressions, Gestures	Over All: Narration by Animation Division of Work Time Management	Economical Animation	Project-depending	Open				Animated Typography	Real-time Ani- mation
● TECHNOLOGY	<b>4</b>	<b>VFX I</b> Compositing in Nuke or After Effects	Over All: Implementing and broaden technology skills	Open, After Effects	Nuke Houdini	Project-depending, Analogue and Digital		Industry Link: Coworking at Graduation Projects on personal skills		Software open	Unity and Blender
● SOUND	<b>5</b>	<b>Sound III</b> Foley, Mixing, Mastering	Over All: Narration with Sound, cooperation with composers	If applicable: Sound Design	If applicable: Sound Design	If applicable: Sound Design				If applicable: Sound Design	Basic Sound Design if Needed

**THEORY ECTS 3**

**THEORY ECTS 3**

● **BASIC OF FILM LANGUAGE**

● **INTRODUCTION TO SCIENTIFIC WRITING**

● **THEORY WEEK 5: ELECTIVE**

● **ANIMATION & REALISM  
EXCURSION INTO ART HISTORY AND VFX**

● **THEORY WEEK 6: SEMINAR WORD**

● **THEORY WEEK 7: ELECTIVE**

**WRITING WORKSHOP II ECTS 1**  
**INNOVATION LAB II ECTS 1**

+ **MODULES (ISA / FOCUS) ECTS 2**

FOR EXCHANGE STUDENTS:  
**EXCHANGE LOGBOOK II ECTS 6**

**WRITING WORKSHOP II ECTS 1**  
**INNOVATION LAB II ECTS 1**

**VOLUNTARY SUMMERBREAK AD-ON-OFFER:  
LUCERNE MASTER ACADEMY ECTS 12**

FOR EXCHANGE STUDENTS:  
**EXCHANGE LOGBOOK II ECTS 4**

**5<sup>TH</sup> SEMESTER**

**6<sup>TH</sup> SEMESTER**

● **EXECUTE**

**PREPRODUCTION**  
15 ECTS

● **FOCUS**

**ELECTIVE SKILLSET**  
9 ECTS

● **EXECUTE**

● **PUBLISH**

Project Development

Dossier

Preproduction

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**

**BA PRACTICAL THESIS**  
21 ECTS

**PRESENTATION**  
3 ECTS

**BA WRITTEN THESIS**  
6 ECTS