

COURSE OVERVIEW FALL SEMESTER 2018

		DISCOVER							Self-study		
Module	Ideation	Technique 1		Project 1 / Short project							
ECTS	3	2	2	2	5	5	5	-			
Title	DK.AN_Storytelling 1 François Chalet/Gerd Gockell DK.AN100.16	DK.AN_Film- and Videotechnique Gerd Gockell DK.AN101.16	DK.AN_Sound 1 Thomas Gassmann DK.AN102.16	DK.AN_Art Skills Mihill Krasniqi DK.AN103.16	DK.AN_Stop Motion 1 Irmgard Walther / Adrian Flückiger DK.AN104.16	DK.AN_2D Animation 1 Jesus Perez DK.AN105.16	DK.AN_CGI 1, Christian Schwaller DK.AN106.16	Semester break (courses available)			
NAKU	Photoshop/Illustrator and Cinema 4D/Maya										
Theory	Monday theory: History of animated film		Theory week 1: Animation with Otto		Theory week 2: Animation without Otto						
First semester	Storytelling and directing	Short format: one panel/three panel stories, basic principles of dramaturgy (basic shapes, character design, outdoor stories, applied stories), experimental narration: buzz word method, reduction Group projects and self-study		Basics of editing, cinematic narration with montage, shot types and camera positions		Autonomous recordings for short project Sound editing for short project		Blog	Realisation of prepared stories from the Storytelling module, group- and solo projects Simple production pipelines, implementation of idea to moving image, storytelling with a camera, teamwork		
	Visual design	Image composition in one panel/three panel stories Visualising of a film idea with thumbnails, storyboards and animatics				Drawing Modelling		Character design, set design, composition, camera	Variable image layout through movement	Basics in character design, Camera	
	Movement	Animatics				Straight ahead animation, stop-motion animation		12 basic principles of animation, sketching the human figure in motion	Blocking, basics of key animation		
	Technology	Paper and Pencil, Dragon Frame, Linetester		Basics of Premiere		Softwareskills in Pro Tools, Basics of recording Basics of voices/Foleys Basics of sound editing		MansterClay, Supersculpey, paper and pencil, mirrors	Digital: Dragon Frame Analogue: basics puppet building, basics set bau, basics lighting	Paper and pencil, light table, Dragon Frame, linetesters	Basics in modelling, Maya, shading, lighting, rendering
	Sound			Sound editing basics Learning to hear films							

		APPLY				Self-study
Module	Compulsory choice: Creation 1	Project 2 / Applied Project				
ECTS	2 x 3	10			-	
Title	DK.AN_Storytelling 2, Ted Sieger DK.AN201_1.15 DK.AN_Concept Art 1, Jochen Ehmann DK.AN201_2.15 DK.AN_Animation Acting 2, Jochen Ehmann DK.AN201_3.15 DK.AN_CGI 3 / VFX, Christian Schwaller DK.AN201_4.15 DK.AN_Sound 3, Thomas Gassmann DK.AN201_5.15	DK.AN_Project 2 Jochen Ehmann / Christan Schwaller Production in teams with task specialisation DK.AN200.15			Semester break	
NAKU	Parallel modules					
Theory	Monday theory: History of animated film		Theory week 1: Animation with Otto		Theory week 2: Animation without Otto	
Third semester	Storytelling and directing	Module-specific		Interest- and task-specific		
	Visuelles Gestalten	Pitching, communication with customers, teamwork, directing, story / storyboard / animatic, project management Creating a sound design concept, communication with composers, 3-act structure, protagonist/antagonist, conflict, turning point, endings, "CCC" > Character, Conflict, Conclusion				
	Movement	Concept art, factsheet, moodboards, character design, turnarounds, thumbnails, set design, environment design, storyboard, layout, design vs technology, compositing, principles of specialisation, teamwork, finishing				
	Technology	Character Animation 1 The physics of movement, the biology of movement, Secondary Action, the psychology of movement, acting, body language, facial expression, gesticulation				
	Sound	Digital: Character modelling / sculpting, environment modelling, rigging, TVPaint, ToonBoom, Maya, Dragon Frame Repetition Pro Tools skills, sound editing Analogue: Traditional 2D animation, stop-motion, 3D analogue set building, lighting, camera		Autonomous foley and voice recordings, film music, mixing		

		EXPERIMENT		APPLY [preproduction]			Self-study
Module	Compulsory choice: Creation 3	Compulsory Choice: Technology 3		Compulsory Choice: Project development		Compulsory Choice: Dossier	
ECTS	12	6		6		6	-
Title	DK.AN_Experimental Narration DK.AN300.16 DK.AN_CGI 5 / Animation Christian Schwaller, DK.AN301.16 Body Mechanics Creation Acting Acting II DK.AN_VFX 3, Christian Schwaller, DK.AN302.16 Compositing advanced Scripting Python Procedural Basics Procedural Adv. Procedural Experiment	DK.AN_Project development: Creation Gerd Gockell DK.AN303.16 DK.AN_Project development: Technology Ted Sieger DK.AN304.16		DK.AN_Dossier course: Creation Gerd Gockell DK.AN305.16 DK.AN_Dossier course: Technology Gerd Gockell DK.AN306.16		Semester break / Preparation of graduation films	
Fourth semester	Storytelling and directing	Module-specific		Module-specific		Module-specific	
	Visual design	DK.AN300: Experimental narration, coincidence and deconstruction		Story development Assembling a team		Budgeting Funding concepts	
	Movement	DK.AN300: Materiality and space DK.AN301: Staging DK.AN302: Design via simulation and generic factors		Production design			
	Technology	DK.AN300: Experimental animation, analogue and digital DK.AN301: Specialisation Character-Animation, Creature Animation DK.AN302: Secondary animations, simulation		Project-dependant animation planning		Budget- and deadline-dependent animation planning	
	Sound	DK.AN300: Analogue film material, lighting and developing DK.AN301: Animation tools Maya DK.AN302: Nuke II, Scripting, simulation Maya, Houdini		Pipeline		Production timing Pipeline Budget	

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		EXPAND					Self-study
Module	Technique 2	Compulsory Choice: Techno-		Animation	IDA-Module 1		
ECTS	2	1	7	2	12	-	
Title	DK.AN_Expanded Animation I François Chalet DK.AN110.16	Sound 2 Thomas Gassmann DK.AN111.16	DK.AN_2D Animation 2 / TV Paint Jesus Perez DK.AN112.16 DK.AN_Stop Motion 2 Irmgard Walther DK.AN113.16 DK.AN_CGI 2 Christian Schwaller DK.AN114.16	DK.AN_Animation 1 / Walking and Waiting Jürgen Haas DK.AN115.16	Semester break Self-study IDA Module		Semester break Self-study Compulsory choice
NAKU	Parallel modules						
Theory	Monday theory: History of animated film		Intersection Video, Illustration, Visual Communication, Digital Ideation				
Second semester	Transmedia, animation and the performing arts, installations, interaction, architecture	Storytelling with the build-up of the story		Storytelling via timing and posing		Working with a camera Didactic formats	
	Reflection, unconventional formats			Variable image composition through movement		Animated typography Animated Infographics Didactic Grafik	
	Mediumspecific animation, loops	Physics, the history of film / film in films		Animation, technology-specific		Walkcycles, action and reaction, character and object	
	ModulB	Pro Tools part 2		104_1: TV-Paint 104_2: Basics Rigging, body mechanics, basic character, modelling 104_3: Basics motion control		Camera, Blackmagic compositing, Nuke After Effects	
	Dialogue box when image and sound architecture	Sound editing, foley basics, mixing, field recording				Scoring animated graphics Scoring didactic graphics	

		IMMERSE		Self-study
Module	Compulsory Choice: Technology 2	IDA-Module 2		
ECTS	12	12		-
Title	DK.AN_Animation 3 / Digital CutOut, Jadwiga Kowalska DK.AN210.16 DK.AN_Expanded Animation II / Interaction, François Chalet DK.AN211.16 DK.AN_VFX II / Compositing, Christian Schwaller DK.AN212.16			Semester break Self-study IDA Module
NAKU	Parallel modules			
Theory	Monday theory: History of animated film		Theory week 1: Animation with Otto	
Fifth semester	Storytelling and directing	Module-specific		Module-specific
	Visuelles Gestalten	Non-linear narration between illustration and animation Games Augmented Reality		
	Movement	Imagery for Digital Cutout Graphic interfaces Compositing design Reduction Loops		
	Technology	Animating with Duik Digital Cut-out animation with Tiger Create 2.0		
	Sound	DK.AN202_1 After Effects Duik DK.AN202_2 After Effects, Tiger Create DK.AN202_3 Nuke, Blackmagic camera systems		

		EXPERIMENT		APPLY [production]			PUBLISH
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ECTS	12	6		6		6	-
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Sixth semester	Storytelling and directing	Module-specific		Module-specific		Module-specific	
	Visual design	DK.AN300: Experimental narration, coincidence and deconstruction		Story development Assembling a team		Budgeting Funding concepts	
	Movement	DK.AN300: Materiality and space DK.AN301: Staging DK.AN302: Design via simulation and generic factors		Production design			
	Technology	DK.AN300: Experimental animation, analogue and digital DK.AN301: Specialisation Character-Animation, Creature Animation DK.AN302: Secondary animations, simulation		Project-dependant animation planning		Budget- and deadline-dependent animation planning	
	Sound	DK.AN300: Analogue film material, lighting and developing DK.AN301: Animation tools Maya DK.AN302: Nuke II, Scripting, simulation Maya, Houdini		Pipeline		Production timing Pipeline Budget	