

MODULE OVERVIEW

Academic Year 2022/23

Fall Semester 2022

EXPLORE					
Worldbuilding I	Technique I	Basics I		Basics I	
6	3	5	5	5	
ECTS					
Courses	Ideation 1-and 3-Picture Stories Experimental Basics	Artskills Sound I Videotechnique	Animation I 2D Animation	Project I StopMotion	CGI I
Theory	Animation-specific Narrative and Design / Theory Week 1: History of Moving Image / Theory Week 2: Elective				
Surplus	Monthly Writing Workshop				
Story and Directing	Short formats, One-frame/three-frame stories, basic principles of dramaturgy	Basics Sound Basics Video Editing	Narration by Animation		
	Image composition in 1-and 3-picture stories Visualizing film ideas by thumbnails, storyboard, and	Drawing Skills Character-Design	Variable image composition through movement	Character Design, Set Design, Image Composition, Camera	Camerascapes Simple Colour and Texture
	Animatic		12 Principles of Animation	Straight Ahead Animation, Animation in Space	Simple Animations in CGI
	Paper and Pencil Dragon Frame Linetester	Basics Premiere Basics Reshape	Paper and Pencil Dragon Frame Linetester TV Paint	digital Dragon Frame analogue: Basics Puppet- and Set Building Basics Lighting	Blender
Sound	Basics Sound Design	First Steps Sound and Animation		Sound design for this project	

Spring Semester 2023

BROADEN			
Worldbuilding II	Animation II	• Colabor	Worldbuilding II
6	6	9	3
ECTS			
Courses	Concept Art Script 4 ECTS Basics II 2D, CGI, Stop Motion 2 ECTS	Animation II, 2D, Stop Motion - 5 ECTS Basics III CGI. - 5 ECTS Sound II 1 ECTS	Interdisciplinary courses of study Experimental Animation Expanded Animation I
Theory	History and Aesthetics of Animation / Theory Week 3: Research Methods for World Building / Theory Week 4: Elective		
Surplus	Monthly Writing Workshop		
Story and Directing	Module-dependent	Module-dependent	Module-dependent
	Research of A World Synopsis, Script, Plot	2D, Stop Motion: Narration by Animation	Module-dependent
	Research of A Visual World, Depending on Story Concept Art, Compositions	Staging	Module-dependent CGI: Further Modeling, Texturing, Rigging etc.
			Principals of Projecting Formats Analogue Approach of Film Design Large Formats
Animation		2D: Walk Cycles, Action Shots, Lip Synch CGI: Animation Basics, Walk Cycles Stop Motion: Walk Cycles, Action Shots	Module-dependent Practices
	2D: TV Post CGI: Masking Rigging etc Stop Motion: Adv. Puppet Building / Set Building	2D: TV Paint CGI: Animation Tools Stop Motion: Motion Control	Module-dependent CGI: Further Modeling, Texturing, Rigging etc
Technology			Analogue Materials Mapping Software
		Co-Working for Graduation Projects	Module-dependent
Sound			Sound in Space Found Footage

IMPLEMENT				
Modul	Elective Specialisation	Project II		
ECTS	Choice 2 of 5 - 3 ECTS	21		
	Preproduction - 3 ECTS	Production - 9 ECTS	Producing - 3 ECTS	Presentation 3 ECTS
Courses	Story I	Story II	Concept Art II	Animation III
			VFX I	Sound III
Theory	Basics of Film Language / Introduction to Scientific Writing / Theory Week 5: Creative Writing / Theory Week 6: Elective			
Surplus	Monthly Writing Workshop			
Story, Direct.	Module-dependent	Depending on interest and activity		
	Dramaturgy in Short Formats, Leading a Team	Over all: Pitching, Client Communication, Teamwork, Story, Storyboard, Animatic, Project Management, Producing		
Artwork		Character Design, Background Design, Layout	Over all: Concept Art, Facetsheet, Moodboard, Character Design, Turnaround, Thumbnails, Set Design, Environment Design, Storyboard, Layout, Designing via Technology	
	Over all: Narration by Animation, Division of Labour, Time Management	Physikality of Movement, Psychology of Movement, Secondary Action, Acting, Body Language, Facial Expr., Gestures		
Technology	Over all: Implementing and broaden technology skills	Compositing		
	Over all: Narration with Sound, cooperation with composers	Foley, Mixing, Mastering		

DEEPEN			ANTICIPATE
Elective Deepening	• Colabor	Related Technologies	
12	9	3	
Expanded Animation II	Interdisciplinary courses of study	Motion Graphics	
VFX II		Unity	
Experimental Narration			
AnDoc, Film Essay, Non Fiction, Propaganda / Th. Week 7: Seminar Word / Th. Week 8: Elective			
Monthly Writing Workshop			
Story and Directing	Module-dependent	Module-dependent	Module-dependent
	EA: Narration in Large Formats, Commissioned Work VFX: EN: Short Format: Experimental Narrations, Experimental Writing	Module-dependent	MG: Info-based Storytelling UI: Settings
	EA: Concept art for Large Formats, Abstracts Real Action Shots And CGI	VFX: Concept Arts in Combination of EN: Experiment Based Ideation	MG: Motion Design / Type on Screen UI: Basic Design in UI
	EA: Economical Animation EN: Different Possibilities EA: Alter Effects EN: Project-deepening	VFX: Project-depending VFX: Noise, Houdini	MG: Animated Typography UI: Software Based Approach MG: Software open UI: Unity
If applicable: Sound Design in Projects			

EXECUTE		FOCUS			EXECUTE	
Modul	ECTS	Elective Skillset			Dossier	Wahlpflicht Dossier
	3	9			6	6
Course	Project Development	Concept Art	Animation	Animation	Dossier	Preproduction
		Storyboard, Decoupage	VFX	VFX		
		Story	NW			
Theory	Development of Written Thesis / If necessary: Elective					
Surplus	Monthly Writing Workshop					
Story, Direct.	Story, Team Building	Module-depending			Budget, Financing	Dep. on Spec. and Activity
		td / variable				Storyboard / Animatic
Artwork	Produktion Design	td / variable			Storyboard / Animatic	
		td / variable				Storyboard / Animatic
Animation		td / variable			Breakdown	
		td / variable				Breakdown
Technology		td / variable			Pipeline	
		td / variable				Pipeline
Sound	1st Sound Concept	td / variable				
		td / variable				

EXECUTE		PUBLISH	
Modul	ECTS	Dossier	
	3	6	
Course	Project Development	27	
		BA Practical Thesis 21 ECTS	
		BA Written Thesis 6 ECTS	
Theory	Development of Written Thesis / If necessary: Elective		
Surplus	Monthly Writing Workshop		
Story, Direct.	Story, Team Building	Depending on Specialisation and Activity	
		Dep. on Specialisation and	
Artwork	Produktion Design	td / variable	
		td / variable	
Animation		td / variable	
		td / variable	
Technology		td / variable	
		td / variable	
Sound	1st Sound Concept	td / variable	
		td / variable	