## Recommended Curriculum for Academic Year 2023/2024 **Animation BA** Requirements class/seminar Practical Lecture **Prerequisites** Course-unit Semester 1 History of Art in the Context of Social Sciences 1. 2 Ε 2 0 Ε The Basics of Communication Studies Drawing (Animation) 0 4 P Animation Design 1. 4 0 P Sound for Animation 1. 0 2 Р Digital Studies 1. 0 0 4 P Animation Technologies 1. Project Week 1. (Animation BA) 0 2 P **University Seminar** 0 P Start My Brand (Art) 0 2 P Frame of optional subjects **Total** Semester 2 History of Art in the Context of Social Sciences 1. 2 0 Ε History of Art in the Context of Social Sciences 2. 2 0 Ε Introduction to Philosophy and Aesthetics Sculptures (Animation) 0 4 P Animation Design 2. Animation Design 1. 0 4 Р Sound for Animation 2. Sound for Animation 1. 0 2 P Digital Studies 2. Digital Studies 1. 0 4 P Animation Technologies 2. Animation Technologies 1. 0 Project Week 2. (Animation BA) 0 2 Р Frame of optional subjects Total 20

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	Semester 3			
Art Theory		2	0	E
Introduction to Media Culture		2	0	E
History of Animation 1.		2	0	E
Project Week 3. (Animation BA)		0	2	P
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Specialization-specific subjects		0	14	
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Frame of optional subjects				+
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•	Total	6	16	
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	Creative Animation Specialization	<u> </u>		T
Creative Animation Design (Picture and Sound) 1.	Animation Design 2.	0	6	P
Digital Animation Skills 1.	Digital Studies 2.	0	4	Р
Creative Animation Technologies 1.	Animation Technologies 2.	0	4	Р
Total		0	14	
	3D Animation Specialization			
3D Animation Design 1.	Animation Design 2.	0	6	Р
3D Animation Techniques 1.	Animation Technologies 2.	0	4	Р
3D Modelling for Animation 1.	Digital Studies 2.	0	4	P
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Total		0	14	
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	Semester 4		-	
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Picture Theories		2	0	E
Animation Theories		2	0	Е
History of Animation 2.	History of Animation 1.	2	0	Е
Project Week 4. (Animation BA)		0	2	Р
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Specialization-specific subjects		0	14	
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Frame of optional subjects				
Tota		6	16	
Creative Animation Specialization				
Creative Animation Design (Picture and Sound) 2.	Creative Animation Design (Picture and Sound) 1.	0	6	P
Digital Animation Skills 2.	Digital Animation Skills 1.	0	4	P
Creative Animation Technologies 2.	Creative Animation Technologies 1.	0	4	P
Total		0	14	
	3D Animation Specialization			
3D Animation Design 2.	3D Animation Design 1.	0	6	Р
3D Animation Techniques 2.	3D Animation Techniques 1.	0	4	P
3D Modelling for Animation 2.	3D Modelling for Animation 1.	0	4	P
Total		0	14	
	Semester 5			
Basics of Law, Economy and Management		2	0	E E
Presentation Skills (Animation) Project Week 5. (Animation BA)		0	2	P
rioject weeks. (viiiniansii 57.)				
Specialization-specific subjects		0	14	
Frame of optional subjects				
Tota		4	16	
	eative Animation Specialization I	ı		
Creative Animation Design (Picture and Sound) 3.	Creative Animation Design (Picture and Sound) 2.	0	6	P
Production Design for Creative Animation	Digital Animation Skills 2.	0	4	P
Creative Animation Technologies 3.	Creative Animation Technologies 2.	0	4	P
<u>Total</u>	3D Animation Specialization	0	14	
	3D Animation Specialization			

3D Animation Design 3.	3D Animation Design 2.	0	6	P
3D Animation Techniques 3.	3D Animation Techniques 2.	0	4	Р
Production Design for 3D Animation	3D Modelling for Animation 2.	0	4	P
Total		0	14	
	Semester 6			
Degree Thesis Writing (Animation BA)		0	2	P
Portfolio (Animation BA)		0	6	P
Project Week 6. (Animation BA)		0	2	P
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Specialization-specific subjects		0	8	
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Frame of optional subjects				
	Total	0	18	
	Creative Animation Specialization		ı	<u> </u>
Animation Production Processes	Creative Animation Design (Picture and Sound) 3.	0	4	P
Creative Animation Technologies 4.	Creative Animation Technologies 3.	0	4	P
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Total		0	8	
	3D Animation Specialization		<u> </u>	•
Production Processes for 3D Animation	3D Animation Design 3.	0	4	Р
3D Animation Techniques 4.	3D Animation Techniques 3.	0	4	Р
Total		0	8	
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