

DESCRIPTION AND SYLLABUS

Name of the subject in Hungarian:	Animation Design (Picture and Sound) 3.
Name of the subject in English:	Animation Design (Picture and Sound) III.
Credit value of the subject:	7
The code of the subject in the electronic study system:	BN-ANDPS3-07-GY
Classification of the subject:	Obligatory
Language of instruction (in case of non-Hungarian courses):	English
Institute or department responsible for the subject:	-
Course type and number of contact hours:	Practical, class per week: 6, class per semester: 0
Mode of study: (Full-time / Part-time):	Full-time training
The semester in which the subject is open for registration:	2022/2023 1st semester
Prerequisite(s):	[Animation Design (Picture and Sound) II. (fulfillment)]

THE PURPOSE OF THE SUBJECT, LEARNING OUTCOMES:

Based on the knowledge they have acquired so far, students face an advanced creative challenge, in order to expand and develop their professional skills. By completing the subject, they will be able to understand and apply the tools and possibilities of animation design, from visual and motion design to the high quality use of sound design. During the semester self-expression and autonomous creative thinking will be in focus.

SUMMARY OF THE CONTENT OF THE SUBJECT

MODULE A - PICTURE >

Make an animated short scene with 2 characters having a conversation in a given situation. Have to work in pairs.

Situation: 2 characters having a conversation somewhere outdoors, one of them is HEAVY, the other one is LIGHT.

- they can be any kind of characters (humanoid, robot, animal, plant, object, alien etc) one of them has to be female and the other one is a male (because we will have one English speaking female and one English speaking male actor)

- you have to use the following 2 words somewhere in the dialogue > "immoveable" and "stop"

Length: min. 30 – max 50 seconds (without credits).

MODULE B - SOUND >

At the course we will discuss the basic physical properties of the sound and the way we perceive them. We will also show, how sound influences our understanding of the moving image. The main focus in the 3rd semester will be on human speech. The students will acquire theoretical and practical information in form of lectures, listening sessions, creative-music exercises and creation of audiovisual etudes.

STUDENT'S TASKS AND PLANNED LEARNING ACTIVITIES:

MODULE A - PICTURE >

Making a short scene with lip-sync animation working in small teams.

MODULE B SOUND >

Recording, editing and mixing audio for dubbing the moving image.

EVALUATION OF THE SUBJECT:

- class activity, class work, attendance
- completion of subtasks on time
- completion of end-of-semester assignment
- quality, thoughtfulness, creative and technical elaboration of the work produced
- communication with the teacher, cooperation

Grades:

- 91-100%: excellent
- 81-90%: good
- 71-80%: satisfactory
- 61-70%: pass
- 0-60%: fail

Additional note: Completion of the end-of-semester assignment is a prerequisite for receiving an end-of-semester grade.

- Components of the semester grade:
 - classroom work (30%)
 - attendance
 - activity
 - performance of tasks
- homework (30%)
- fulfilling the conditions of the assignment as stated by the teacher
- technical parameters and structure of the project
- individual creativity in solving the task
- End of semester assignment (40%)
- completion of the end-of-semester assignment
- use of professional and technical skills learned during the semester in the creative process

The assessment will be based on the completed tasks and the documentation and oral report presenting them at the evaluation.

The student will receive a grade and an oral assessment at the evaluation, prior to which the instructor will provide feedback on the student's work and assignment solutions during the semester.

OBLIGATORY READING LIST:

- Beauchamp, Robin: *Designing sound for animation*. Focal Press, cop. 2005 (Stanley R. Alten: Audio in Media. Wadsworth Publishing Company, Boston, 2010.
Michael Chion: *Audio-Vision - Sound On Screen*. 1994. ISBN: 978-1474235112
Williams Richard E.: *Animator's Survival Kit*, 2001 ISBN13 (EAN): 9780571238347
ART OF ANIMATION
<https://characterdesignreferences.com/art-of-animation-4/>
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RECOMMENDED READING LIST:

- Noake, Roger: *Animation : A guide to animated film techniques*. Macdonald Orbis, 1988 (Robin Beauchamp: *Designing Sound for Animation*. Elsevier. 2005. ISBN:978-0-240-80733-1)
- (Michel Chion: *Film, a Sound Art*.Columbia University Press. 2009. ISBN:978-0-231-13776-8)