

Bachelor's Degree in Film Animation Design specializing in Animation Cinema

The **Bachelor's Degree in Animation Design specializing in 2D Animation Cinema** allows students to gain acquisition of the all the fundamental skills and core competences required to grow into 2D animated film - makers in the fields of independent art cinema or industrial movie - making. The course gradually embraces all the indispensable steps and stages that go from pre - to - post production of animated films from making to implementation.

All the way through curriculum, film animation design students learn how to put into effective use all the acquired skills that enable them to create products and complete projects in an effervescent combination of technical proficiency and artistic imagination.

Upon graduation they are to be proactive and reflective independent designers capable of self - direction and able to engage into teamwork and collaborative endeavors. They will have developed into wholly proficient creators apt to operate within a local and European socio - economic context with cultural flavor and relevance.

Educational organization

First Year involves the acquisition of all the fundamental know-how, methods and technical knowledge in animation film-making with crisscrossing educational provisions from general classes in art, culture, the development of animation cinema, culture, sciences, law & management as well as cultural visits, lectures and conferences. Constant workshop practice enables students to gain a wide range of technical experience in paper animation, animation boards, intertitles, stop motion, line-tests...). And the year is rhythmically interspersed with collaborative workshop sessions in which students from all design departments engage in cross-disciplinary creative practices.

Second Year introduces students to project practice mobilizing the acquired methods, techniques and knowledge. For that purpose students are exposed to a set of various situations encompassing animated shots, design work, documentary research, character design, as well as methodology and production phases (color keys, cutting, storyboarding, sound animation, layout and composition, spacing, coloring, compositing).

These situations all articulate around fictitious projects and real-life frameworks, and place students in environments with set-limits and constraints induced by rigorous production deadlines. During fourth semester students are required to actively engage in a three-month professional internship.

Third Year marks the time for students to realize their final film project that must include a full production file, a sequence of wholly or partially finished animatic shots containing composited planes with voices and soundtracks. No set deadline is required for the completion of the animation project that can take the form of a production assignment that, if need be, can be realized in full after the end of curriculum.

YEAR 1. Semesters 1 & 2.

General Tuition. UE 1 & 5.

S1 EC 1.1 / S2 EC 2.2 **Humanities & Philosophy.**

Practical follow – through three hours weekly.

- Workshops in creative and critical writing.
- Story – building and creation of scenarios and screenplays.

S1 EC 1.2 / S2 EC 5.2 **Culture of the Arts, Design and Techniques.**

Lecture –based course 2 – hours weekly.

- Film analysis and culture in cinematography.
- Acquisition of tools and terms in film animation.

Transdisciplinary Teaching and Training. UE 2 & 6.

S1 EC 2.1 / S2 EC 6.1 **Tools for Creative Exploration and Realization.**

Lecture – based course 5 hours weekly. Practical follow – though 2 hours weekly.

- Acquisition of the tools for virtual representations of realities.
- Human, animal and vegetal morphology.

S1 EC 2.2 / S2EC 6.2 **Materials and Technology.**

Lecture – based course 1 hour weekly.

Practical follow – through 2 hours once every 2 weeks in department of Sciences laboratory.

- Acquisition of fundamentals in chemistry and physics.
- Follow – through sessions in laboratory of experimental sciences.

S1 EC 2.3 / S2 EC 6.3 **Digital Tools and Software Languages.**

Practical follow – through 2 hours weekly.

- Digital colorization and compositing / Acquisitions and applications (decors, settings...)

Professional Acquisitions, Practice & Implementations. UE 3 & 7.

S1 EC 3.1 / S2 EC 7.1 **Techniques and Know - How.**

Practical follow – through 1 hour weekly.

- Acquisition and mastery of tools that are specific to 2D film animation.

S1 EC 3.2 / S2 EC 7.2 **Design Project Practice and Implementation through Information & digital Media.**

S1 Practical follow – through 5 hours weekly.

S2 Lecture - based course 1 hour weekly. Practical follow – through 5 hours weekly.

- Designing micro-projects encompassing the whole spectrum of creative domains.
- Experimentation of research and exploration pathways leading to project in film animation.

S1 EC 3.3 / S2 EC 7.3 Design Project Research / Commitment & Strategies.

Practical follow – through 2 hours once every two weeks.

- Methods and practice in traditional film animation.
- Theoretical and practical approach to storyboarding.

UE 4 & 8 Grounding and Guidance in Film Animation Specialist Studies, Careers & Professions.

S1 EC 4 / S2 EC 8 Prospects and Perspectives for Specialist Study Pursuits and Career Routes in Film Animation.

Students are informed about the professional fields linked to careers and professions in Film Animation and related industries. They get acquainted with the ethical and environmental challenges that confront the domain film animation. They define, determine and set up their own choices of routes and developments through their studies and toward their future careers. For that purpose they set up a portfolio as they seek to determine their own creative identity

YEAR 2. Semesters 3 & 4.

General Tuition. UE 9 & 13.

S1 EC 1.1 / S2 EC 2.2 Humanities & Philosophy.

Practical follow – through three hours weekly.

- Film genres, categories and analyses.
- The esthetics of film-making.

S3 EC 9.2 / S4 EC 13.2 Culture of the Arts, Design and Techniques.

Lecture –based course 2 – hours weekly.

- Film analysis: practice and implementation.

Transdisciplinary Teaching and Training. UE 10 & 14.

S3 EC 10.1 / S4 EC 14.1 Tools for Creative Exploration and Realization.

Lecture–based course 5 hours weekly. Practical follow – through 2 hours weekly.

- Developing one's personal writing skills and style.
- Practice of observation drawing.

S3 EC 10.2 / S4 EC 14.2 Materials and Technology.

Lecture–based course 1 hour weekly.

Practical follow–through 2 hours once every 2 weeks in department of Sciences laboratory.

- Strengthening the acquisitions in physics covering the domains of mechanics, optics and acoustics.

S3 EC 10.3 / S4 EC 14.3 Digital Tools and Software Languages.

Practical follow–through 1.30 hours weekly.

- Acquisitions of methods for producing animated sequences / Focus on decors and settings, accessories, characters and cycles.

Professional Acquisitions, Practice & Implementations. UE 11 & 15.

S3 EC 11.1 / S4 EC 15.1 Techniques and Know – How.

Practical follow – through 3 hours weekly.

- Workshop in in-depth exploration of 2D film animation techniques.
- Self-directed creative usage of fabrication tools.

S3 11.2 / S4 EC 15.2 Design Project Practice and Implementation through Information & Digital Media.

Practical follow - through 4 hours weekly.

- Implementing elaborate activities linked to film animation (acting, action, reaction, lipsync...etc..)
- Teamwork around one-minute mini-project.

S3 EC 11.3 / S4 EC 15.3 Design Project Research / Commitment & Strategies.

Practical follow - through 1 hour weekly.

- Media programming and transmission of projects in film animation.

S3 EC 11.4 / 15.4 Design Project Research / Commitment & Strategies.

Practical follow - through 1 hour weekly.

- Questioning and problem-solving strategies concerning project practice and implementation.

Grounding and Guidance in Careers & Professions. UE 12 & 16.

S3 EC 12 / S4 EC 16 Prospects and Perspectives for Specialist Pursuits of Studies and Career Routes in Film Animation.

Lecture-based course and practical follow - through 1 hour weekly.

- Getting ready for end-of-year internship (steps for application, CV making, methods and strategies, portfolio, demo reel...)

YEAR 3. Semesters 5 & 6.

General Tuition. UE 17 & 21.

S1 EC 1.1 / S2 EC 2.2 Humanities & Philosophy

Practical follow - through 2 hours weekly.

- Project - building / methods and strategy.
- Project supervision.

S5 EC 17.2 / S6 EC 21.2 Culture of the Arts, Design and Techniques.

Practical follow - through 2 hours weekly.

- Film analysis: practice and implementation.

Transdisciplinary Teaching and Training. UE 18 & 22.

S5 EC 18.1/ S6 EC 18.2 Tools for Creative Exploration and Realization.

Practical follow - through two hours once every two weeks.

- Mastery of creative tools, methods and media.

S5 EC18.2 / S6 EC 18.2 Materials & Technology.

Lecture - based course 1 hour weekly.

- Individual and collaborative workshop methods and practice in link with personal film animation project.

S5 EC 18.3 / S6 EC 18.3 Digital Tools and Software Languages.

Practical follow - through 2 hours weekly.

- Individualized follow - through related to film animation project.
- Resolving technical problems in animation and compositing.

Professional Acquisitions, Practice & Implementations. UE 19 & 23.

S5 EC 19.1 / S6 EC 23.1 **Techniques and Know – How.**

Practical follow – through 5 hours weekly.

- Exploring artistic and technical practices.

S5 EC 19.2 / S6 EC 23.2 **Design Project Practice and Implementation through Information and digital Media.**

Practical follow – through 5 hours weekly.

- Preparing the oral presentation on film animation project necessary for degree validation.
- Completion of a file on film animation project validating degree course.

S5 EC 19.3 / S6 EC 23.3 **Design Project Practice and Implementation through Information and Digital Media.**

Lecture –based course and practical follow – through 2 hours weekly.

- Stage directions and storyboards.
- Creation of animated sequences.

Grounding & Guidance in Film Animation Specialist Studies, Careers & Professions. UE 20 & 24.

S5 EC 20.1 + EC 24.1 / S6 EC 20.1 + EC 24.1 **Prospects and Perspectives for Pursuits of Studies.**

Lecture –based course and practical follow – through 1 hour weekly.

- How to enhance one's professional assets and talents.
- Engaging in the working life or envisaging further specializing studies.

S5 EC 20.2 + S6 EC 24.2 **Professional internship.**

Back from their second year's eight-week internship students compose in writing a detailed account in which they express their questions and feelings of surprise arising from their initiation and immersion into the professional world.