



<b>Name of subject</b>	Rudiments of film animation
<b>Entity running the module</b>	The Faculty of Graphic Arts and Media Art, Department of Media Art
<b>Entity for which the module has been prepared</b>	The Faculty of Graphic Arts and Media Art
<b>Module type</b>	Basic module, compulsory module in the field of Media Art
<b>Year of study/ semester; mode of attendance</b>	Year 1/ semester 1 First level full-time studies
<b>ECTS credits</b>	5
<b>Module organizer</b>	prof. nadzw. Ireneusz Olszewski, dr Agnieszka Jarząb
<b>Academic aims</b>	Basic identification of the possibility of short film forms production by means of stop-motion technique - cartoon animation, cut-out animation, puppet animation
<b>Module prerequisites</b>	Basic skills in drawing, painting, spatial modelling, photography
<b>Learning outcomes with respect to:</b>	
<b>- knowledge</b>	Students acquire basic knowledge of the rudiments of practical application of selected stop-motion methods and techniques in the area of free artistic creation and applied design. They acquire general knowledge of animated film techniques.
<b>- skills</b>	Students acquire basic skills of applying film animation methods to stimulate creative thinking and activity for artistic and design purposes. They can develop storyboards, frames in cartoon and cut-out forms, make puppets, organize their own animated film workshop, use basic 2D animation software.
<b>- personal and social competence</b>	Students acquire competences in the area of Media Art concerning the comprehension of the creative process mechanisms and creative team work.
<b>Module content</b>	1. The essence of film animation - exercises, presentations, discussions. 2. Techniques and technologies of film animation. 3. Individual and group exercises. 4. Presentations, analyses, evaluations, discussions of particular stages of film animation.
<b>Module form and number of module hours</b>	Classes in a studio, practical exercises with commentaries, individual corrections, consultations, demonstrations and presentations. Number of module hours: – 60 hours /semester
<b>Assessment methods and criteria</b>	Originality, creativity and involvement in the process are assessed. Percentage share in the final grade: 40% task performance, active participation in classes, project execution, work-in-progress reviews; 60% open work review
<b>Assessment type</b>	Graded pass
<b>Literature</b>	Knowledge of descriptive literature on film, video and graphic techniques as well as multimedia computer applications. Knowledge of and orientation in descriptive literature and iconography on new media theory and aesthetics. Recommended literature: Manovich Lev., Język nowych mediów, Warszawa 2006. C h y ł a W., Szkice o kulturze audiowizualnej. (W stulecie ekranu w kulturze), Poznań 1998. E c o U., Nieobecna struktura, przeł. A. Weinsberg, P. Bravo, Warszawa 1996. G w ó ź d ź A., Obrazy i rzeczy. Film między mediami, Kraków 2003. H i g g i n s D., Nowoczesność od czasu postmodernizmu oraz inne eseje, przekł. Zbiorowy, Gdańsk 2000. Mc. Luchan M., Zrozumieć media. Przedłużenia człowieka, Warszawa 2004.
<b>Notes</b>	Image and sound recording and reproduction appliances, analogue and digital film editing sets, video and animated film studio. Students have access to a computer studio with Adobe Master Collection. Animator HD, Toon Boom Animation.
<b>Language of instruction</b>	Polish language