Course: Studio-Lab/Film-Animation Design — credits: 5

Course code	VGVP25SLFA3
Name	Studio-Lab/Film-Animation Design
Study year	2026-2027
ECTS credits	5
Language	Dutch, with parts in English, English
Coordinator	B. Bont
Modes of delivery	Assignment Peer feedback Self-study Tutorial
Assessments	Studio-Lab/Film-Animation Design - Work discussion

Learning outcomes

Level Orientation (semester 1-2): The student shows insight into the nature of the profession and the tasks, and sensitivity and potential for the continued acquisition of the competences.

1. ARTISTIC CREATION

The student can initiate a visual work process and create work in which practice-oriented research has a place. With the work and with a working method, the student creates meaning.

The student uses intuition and imagination during the work and making process. In the work, a story, meaning, way of thinking or intervening becomes manifest, and a voice of its own. The student has a strong understanding of the workings and sensory experiences that the work evokes.

Dealing with the not-knowing, the unexpected, is inherently linked to the practice of the artist or designer. The student is able to allow and use doubt and uncertainty in erratic work processes. By dealing with risks in the work, the student develops self-confidence to work as an artist/designer in a dynamic world.

The student works experimentally and inquisitively. While thinking, observing, doing, making, changing, processing, the student develops (artistic) methods and strategies in his own way and can show them. With the help of the students own working method, the student can create alternative solution options, scenarios, images and stories. The student can continue to develop his or her own work and working method, in a dynamic work area.

Content

You work on the design dilemma your tutors formulated based on the competences of this course, and the content written below.

You discover how to make good choices in your design process and thus arrive at your own concepts and solutions in medium and form (Studio).

Next to that, making and experimenting you work on your designs, developing your own handwriting as designer; the workshops play an important role in this (Lab). Next to that, making and experimenting you work on your designs, developing your own handwriting as designer; workshops play an important role in this (Lab).

The design dilemma you work on also gives a first insight into our general description of animation which is part of our major Illustration & Animation Design: creating moving images often based on a text or story, using drawing, painting, digital means and visual typography. This is combined with film which is part of our major Time Based Design.

Included in programme(s)

Design, Major Graphic Design
Design, Major Time Based
Design, Major Product Design
Design, Major Spatial Design

School(s)

Arts, Design & Built Environment

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