Hanze

Vak: Animation — credits: 5

Vakcode	GTVB24ELAN
Naam	Animation
Studiejaar	2026-2027
ECTS credits	5
Taal	Engels
Coördinator	G. Coppolella
Werkvormen	Werkcollege
Toetsen	Animation - Overige toetsing

Leeruitkomsten

Learning Outcomes
This Elective has five Programme Learning Outcomes.

Programme Learning Outcomes
LOL B Level 2 - The student considers contextual factors in the implementation of their solutions.
LOL B Level 2 - The student can make use of relevant visualisation techniques.
LOL C Level 2 - The student employs appropriate prototyping methods to develop digital prototypes.
LOL C Level 2 - The student elaborates digital prototypes using appropriate methods and techniques.
LOL C Level 2 - The student can experiment with innovative concepts to address complex or complicated situations.

Inhoud

For this elective, students will focus on creating a portfolio ready animation(s). These could have any kind of application ranging from, but not limited to: short films, music videos, advertisements or an animated website.

Go wild and use the LED screen in the Spacelab to record a video doing a dance off against your own animated avatar! Use your work from Narrative Design and bring your story world to life! Take your creature from Creature Design and animate it for a gripping cutscene.

The goal for students is to comprehend the principles of animation such as sense of weight, timing and style, how to apply them to their chosen concept and explore animation techniques (eg, 2D, 3D, Claymation etc) used in different industries.

By completing practical exercises in class like creating small animations, students build up the foundation to make their concept come to life. Additionally, they'll be collecting supporting material for their design process on a week-by-week basis.

Students will then storyboard and plan their workflow, determining the appropriate techniques and technologies required to create a portfolio worthy piece.

Students are free to experiment, think outside of the box and pursue a topic and technique they are passionate about. This freedom extends both to the nature of the project *and the* makeup of the creative team. Students can decide to work as an individual, in pairs or in a team. If more people work on a project, then more will be possible, yet more will be expected in terms of complexity and scope.

A proposal will be discussed to realistically match the timeframe and expected workload.

The final product will be a rendered animation that is expected to have a coherent concept, theme, style and purpose.

Opgenomen in opleiding(en)

Creative Media & Game Technologies
Minor Game Design & Development
CMGT Exchange Minor Game Design & Development 2
CMGT Exchange Minor Game Design & Development

School(s)

Kunst, Ontwerp & Ruimte

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