Course Unit Descriptor

Study Programme: Audiovisual Media (module: Animation and Visual Effects)	
Course Unit Title: Animation Development and Techniques	
Course Unit Code: ANI 1	
Name of Lecturer(s): Srđan Radaković	
Type and Level of Studies: Undergraduate academic studies	
Course Status (compulsory/elective): Compulsory	
Semester (winter/summer): Winter	
Language of instruction: English	
Mode of course unit delivery (face-to-face/distance learning): Face-to-face	
Number of ECTS Allocated:2	
Prerequisites: None	
Course Aims: Introduction to history of animation–techniques and authors	
Learning Outcomes: Students are trained to apply theoretical knowledge within their own artistic work	

Syllabus:

By acquiring knowledge about the history of animation, students learn about traditional animation techniques (CEL, rotoscoping, claymation, cut-out, puppet animation etc.) and contemporary animation techniques (3D animation).

Required Reading: Grant John, *Masters of animation*, London: BT Batsford, 2001	

WeeklyContact Hours:2	**Lectures:**2	**Practical work:**0

Teaching Methods:

Group lectures with the use of supplementary teaching and video material.

Knowledge Assessment (maximum of 100 points): 100

Pre-exam obligations	points	Final exam	points
Active class participation	30	written exam	
Practical work		oral exam	70
Preliminary exam(s)		…….	
Seminar(s)			

The methods of knowledge assessment may differ; the table presents only some of the options: written exam, oral exam, project presentation, seminars, etc.