

Course Unit Descriptor

<b>Study Programme:</b> Audiovisual Media (module: Animation and Visual Effects)			
<b>Course Unit Title:</b> Animation Principles			
<b>Course Unit Code:</b> ANI 3			
<b>Name of Lecturer(s):</b> Srđan Radaković			
<b>Type and Level of Studies:</b> Undergraduate academic studies			
<b>Course Status (compulsory/elective):</b> elective			
<b>Semester (winter/summer):</b> Winter			
<b>Language of instruction:</b> English			
<b>Mode of course unit delivery (face-to-face/distance learning):</b> Face-to-face			
<b>Number of ECTS Allocated:</b> 3			
<b>Prerequisites:</b> Animation Development and Techniques			
<b>Course Aims:</b> Introduction to the principles of animation			
<b>Learning Outcomes:</b> Students are trained to apply the principles of animation within their own artistic work			
<b>Syllabus:</b> Introduction to the animation principles – timing, spacing, squash & stretch, anticipation, arcs, staging, pose to pose, follow through, overlapping, slow in & slow out, secondary action, exaggeration, solid drawing & appeal			
<b>Required Reading:</b> Williams Richard, <i>The Animator's Survival Kit</i> , London: Faber and Faber Limited, 2001			
<b>Weekly Contact Hours:</b> 4		<b>Lectures:</b> 2	
		<b>Practical work:</b> 2	
<b>Teaching Methods:</b> Group lectures with the use of supplementary teaching and video material			
<b>Knowledge Assessment (maximum of 100 points):</b> 100			
<b>Pre-exam obligations</b>	points	<b>Final exam</b>	points
Active class participation	20	written exam	
Practical work		oral exam	50
Preliminary exam(s)	30	.....	
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.			