

BA(Hons) ANIMATION

“Ideas are the base from which all good art and design emerges. We ensure that students have every opportunity to develop the high level of skills required by the animation industry to get those ideas out there.”

Suzie Hanna
COURSE TUTOR

ABOUT THE COURSE

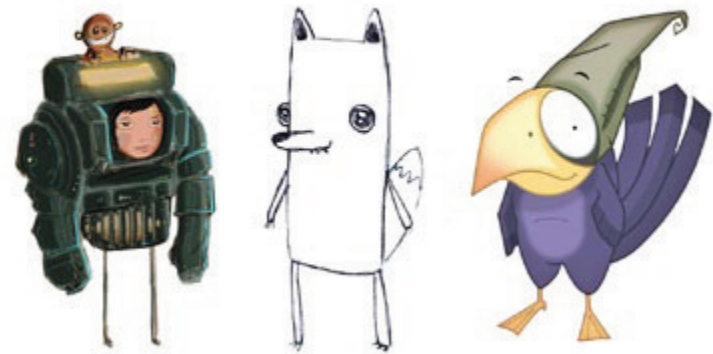
The NUCA Animation degree course enjoys a deserved reputation in the creative industries for the quality of its graduates and the excellence of their work.

Former students hold positions in, or have undertaken projects for, many leading animation studios, production houses, games and design groups and television, multimedia or advertising companies.

The integration of technical, digital and practical skills with the nurturing of conceptual capabilities is a fundamental of the course. The BA(Hons) Animation course takes a two-pronged approach to achieve this.

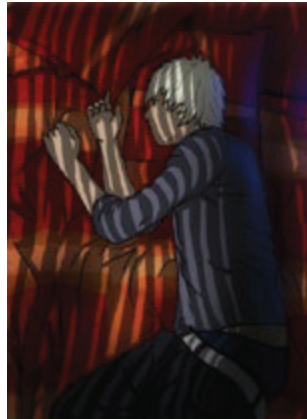
The first is principally concerned with practice and is studio and workshop-based. The second component, Critical Studies, is theoretical by nature.

Theory and practice, working together, lead to a deeper understanding of the discipline as a whole. By studying both you will gain a wide perspective and develop your own individual interests within a broader context.



LEVEL ONE

In your first year you will be immersed in the wide world of animation. You will create drawn animation, 2D and 3D character design, storyboards and sound designs. To achieve this you'll harness a range of creative tools and techniques from traditional drawing and observation skills to the latest animation software. Experience shows us that this broad-based introduction is one of the keys to our success. You will begin to develop diverse concepts and ideas free from limitation.



LEVEL TWO

In Level Two your appreciation of animation is taken on further as you embrace the attitudes, approaches and industry practices necessary to achieve success. Complementing your personal workshop-based projects you may get the chance to tackle a 'live' brief from industry, enter work into a prestigious competition or to engage in a collaborative animation with international students.

LEVEL THREE

This final specialist phase of the course enables you to fine tune your creative and intellectual skills whilst making informed decisions about career pathways or the possibilities of postgraduate education. Aspects of business and professional studies are introduced alongside opportunities for work experience. You will design and produce an animated film and will have the opportunity to create your own website in order to promote your work to potential employers and other audiences through the international festival circuit.



WHAT MAKES US SPECIAL

In a word 'success': the quality of our course ensures this. In recent years students have found employment in major film and video production companies and games and design studios. These include: WETA, Thing, Tandem Films, Electronic Arts, Fox Entertainment, Rare, Sony UK, Sky TV, Nickelodeon, Warner Brothers, Aardman, Cosgrove Hall, Telemagination, Astley Baker, Tiger Aspect and Pearlfisher.

Students who successfully complete their undergraduate studies are able to progress to a range of MA courses within the University College, including an MA in Animation and Sound Design, subject to the fulfilment of entry criteria. Other animation graduates have gone on to study Animation Direction at the Royal College of Art and the National Film and Television School. Some graduates run their own companies or work as self-employed creatives.

Our students have won many prizes including Royal Television Society student awards for the East of England, Creative Norfolk Awards for best Animation, and a Gold in the Promax UK Awards. Students are encouraged to undertake commissions for industry and the community. These have included collaborations with the BBC, the Sainsbury Centre for Visual Arts and with the local Museums Service.

About You and Your Portfolio
Your portfolio should reflect previous relevant studies in the best light, making the most of your work being clearly laid out and presented. It may show evidence of animation and design work in a variety of formats, including drawing, design research, photography, printmaking, typography and experimental work involving colour, form and expression.

The interview process is two-way. You will be able to respond to questions about the work in your portfolio and in return ask questions of the course staff. Applicants will also be asked to bring a marked essay to assess their ability to successfully undertake theoretical Critical Studies element of the course.

Qualifications

For details of entry qualifications please refer to page 94.

The Small Print

UCAS Code: N39
Course Code: Route A: W615

For further information please email:
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