





ANIMATION

ABOUT THE COURSE

The course focuses on a multi-skilled approach to the animation subject, including the study of narrative, sound design, drawn and stop-motion production in 2D and 3D techniques involving Computer Generated Imagery (CGI).

We combine delivery of professional practice with academic excellence and strive to collaborate with professionals from the creative industries to provide forums and support for your career growth and development.

Throughout the course there may be opportunities for work placements and/or live briefs or projects in collaboration with the commercial sector and other institutions. Representatives from relevant sectors will also enhance the curriculum through lectures, workshops, the setting of briefs, and other forms of direct input.

Recent visiting lecturers include Barry Leith (Film Fair), creator of the Wombles and Paddington Bear, Mhairi Fraser, digital artist and compositor for the BBC and Andy Staveley (Studio aka).

LEVEL ONE

During your first year you will engage in an intensive learning process that provides you with a solid knowledge of the fundamental skills you will need in your role as an animator. This will range from traditional drawing practices to an introduction into CGI technology and will be supported theoretically by analysis of narrative, character and media roles and practices.

LEVEL TWO

The focus of this year is on developing an increasingly professional approach to animation as a specialism and this is facilitated by project opportunities including live briefs with external clients and competitions that simulate professional practice. There will be the opportunity to investigate the diversity of related subject areas such as film theory and practice and game theory and practice as you may find employment in any one of these sectors.

LEVEL THREE

Level Three allows you to consolidate and capitalise on the skills, knowledge and experience gained throughout the course and provides a unique opportunity to generate a sustained body of work that will support you in your future career or further study. You will utilise skills in organisation, management and communication alongside the technical, creative and conceptual skills associated with your subject practice. Students may opt to work on one project or they may decide to create a series of projects that reflect specific interests. This can be negotiated with academic staff. In addition to your studio work, you will produce a Research Report that contextualises your practice and demonstrates your engagement with a sustained piece of written work.

WHAT MAKES US SPECIAL

This course is an established and successful course with a high national profile and reputation within the creative industries. Our course philosophy is progressive, we are aware of current animation trends and practices offering students an opportunity to engage with learning, which includes traditional and contemporary approaches.

Animation skill sets are increasingly utilised across the creative industries and throughout wider culture. As a result of this proliferation and increased status the opportunities and demand for our innovative and highly skilled graduates increases.

Collaborative and live industry projects are part of the curriculum providing opportunities for student engagement with employers and cultural organisations which have included the BBC.

In recent years graduates have found employment in major film and video production companies and games and design studios, including WETA, Thing, Tandem Films, Electronic Arts, Fox Entertainment, Rare, Sony UK, Sky TV, Nickelodeon, Warner Brothers, Aardman, Cosgrove Hall, Telemagination, Astley Baker Davies, Tiger Aspect and Pearlfisher.

Animation graduates have been very successful in gaining places to study Animation Direction at the Royal College of Art and the National Film and Television University College. Students may also progress to a range of MA courses at NUCA, in particular MA Moving Image and Sound.

Graduates also progress to run their own companies and work as freelance animators and creative practitioners.

In 2010 the Games Art and Design course and Animation course will be situated within a newly renovated and refurbished, state-of-the-art building enabling working practices to be shared by both staff and students within this area.

QUALIFICATION LEVEL

This course is available at BA (Hons) Degree.

For further details on qualification levels please see page 17.

The Small Print

UCAS Code: N39

Course Code: W615

Entry Requirements

For details of entry qualifications please refer to page 106.

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.

For further information please email:
animation@nuca.ac.uk

