

## ANIMATION



## Student profile

Huw Churchman, from Norfolk  
BA (Hons) Animation



## I've tried my hand at every form of animation

**We are given a variety of projects to work on, covering 3D and 2D formats including stop motion, drawn animation, digital compositing and sound design.**

In Year Two we worked on a project with the BBC to tell the history of the world through 100 objects. My subject was the Regency Dress and it was the first time I took a directorial stance which taught me to think about the viewer experience.

I love writing stories and then making them come to life. I find working with puppets feels more natural and have become a stop motion animator. The UK is one of the best countries in the world for producing stop motion animation.

I would like to tour festivals with a film and try to get my name out there. I've already started forming an idea for a short film I'd like to direct after I graduate.

See a film about Huw at: [www.nuca.ac.uk/itunes](http://www.nuca.ac.uk/itunes)

# Animation

## ABOUT THE COURSE

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

You are encouraged to bring your own thoughts and influences to the course to develop originality and independence in your approach. We combine delivery of professional practice with academic excellence and collaborate with professionals from the creative industries to support your career aspirations and your skill and knowledge development.

Throughout the course there are opportunities to engage with industry through live briefs or projects in collaboration with the commercial sector and other institutions. Professional practitioners who work in the animation sector enhance the curriculum through lectures, workshops, briefs and master classes.

This is an established and successful course with a high national profile and a well-deserved reputation within the creative industries. All teaching staff are involved in animation practice or industry-focused research. The course includes sound design in its provision.

Our course philosophy is progressive. We believe it is essential that the course is engaged with current animation approaches, skills and practices to enable students to progress to a range of careers within the relevant creative industries.

## HOW THE COURSE IS TAUGHT

### Year One

During your first year you engage in an intensive learning process that helps you develop the fundamental skills needed to work as an animator. These range from traditional drawing practices to using a range of relevant digital technologies, driven by the creation of concept, narrative and character. Work is taken through pre-production and production to post-production so that you develop an applied knowledge of the animation pipeline.

### Year Two

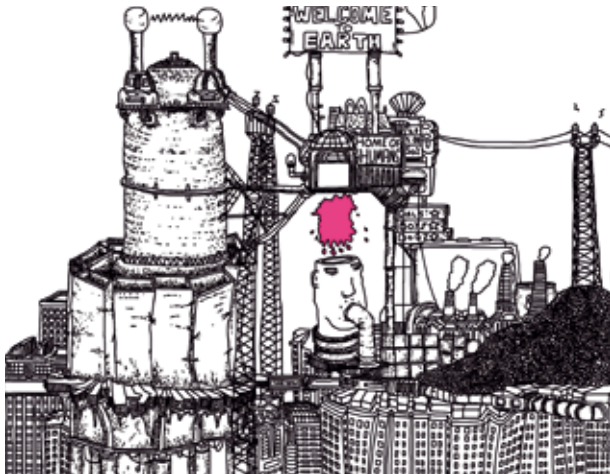
The focus of this year is on developing an increasingly professional approach to animation as a specialism and this is facilitated by project opportunities including live briefs with external clients and competitions that simulate professional practice. There are opportunities to investigate the diversity of related subject areas such as film theory, screen design, branding and motion graphics. You are encouraged to focus on your strengths and refine your own practice.

### Year Three

Year 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 utilise skills in organisation, management and communication alongside the technical, creative and conceptual skills associated with your subject practice. You may opt to work on one studio project or you may create a series of projects that focus on specific interests. In addition to your studio work, you write a Research Report in which you contextualise your practice.

*Title page:*

Matt Roe's graduation film *Little Coupe* was selected for The National Association for Higher Education reel which was shown at The Encounters Short Film Festival in Bristol.



From top:  
 Animation studio; *When Humans Ruled the Earth* by Stephen Ong.

Opposite page, clockwise from top:  
 Sound editing studio; Presentation by alumnus and Bob The Builder creator Keith Chapman; One to one tutorial.



## Animation

### RESOURCES

The Animation course is based in the new Monastery Media Lab. Working alongside students from the Games Art and Design course and across the course years, you have access to industry standard studio space, which emulates that of a working animation studio. There has been a high level of investment in staff expertise and software. You utilise the animation studio, rostrum cameras, sound studios, digital video workshop. Sophisticated industry standard software includes Maya and the Adobe Creative and Media Suite of programmes. You will also have access to other NUCA workshops such as the wood workshop for modelmaking purposes.

### YOUR FUTURE

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.

Visiting lecturers have recently included animation specialists Tim Searle (Babycow Animation), Melanie Coombs (Oscar winning producer, Melodrama Pictures), Nicolette Van Gendt (freelance animator who has worked with Beryl Productions, TH1NG, Dave Unwin and Geoff Dunbar), Lewis Klahr (producer/director), Keith Chapman (Chapman

Entertainment), Clare Kitson (Animation Commissioner for Channel 4), Andy Staveley (Studio aka, Head of Computer Graphics) and David Daniels (Director, Tandem Films).

Graduates have found employment in film production companies and games design studios including WETA, Thing, Disney, Tandem Films, Electronic Arts, Radical Entertainment, Fox Entertainment, Rare, BBC, Sony UK, Sky TV, Nickelodeon, Warner Brothers, Aardman, Astley Baker Davies, Tiger Aspect and Pearlfisher.

Students who successfully complete their undergraduate studies are able to progress to a range of courses at NUCA in particular MA Moving Image and Sound. Animation graduates have also been very successful in gaining places to study Animation Direction at the Royal College of Art and the National Film and Television School.

### COURSE INFORMATION

This course is available at BA (Hons) Degree.

UCAS Code: N39

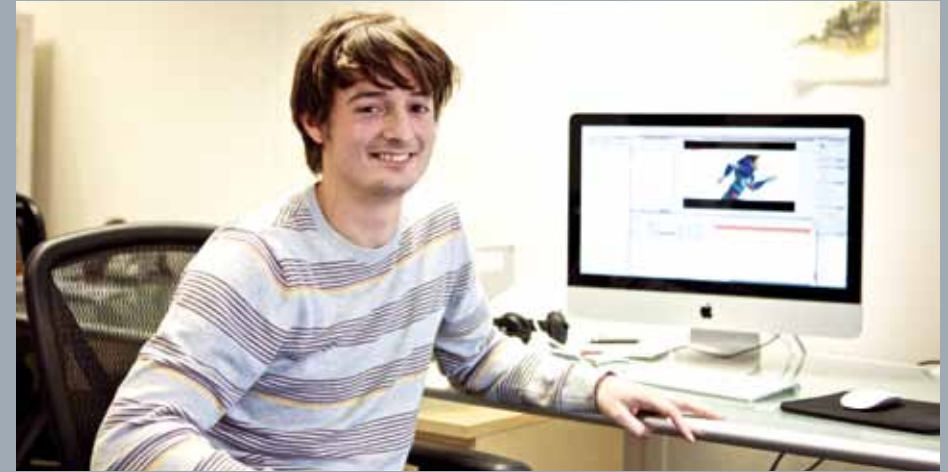
Course Code: W615

Contact: [animation@nuca.ac.uk](mailto:animation@nuca.ac.uk)

**For further information visit [www.nuca.ac.uk/baanimation](http://www.nuca.ac.uk/baanimation)**

## Alumnus profile

**Stephen Ong**  
**Junior Creative at Bloc Media**  
**Graduating Year: 2010**



## My film is being distributed in America!

**My graduation film *When Humans Ruled the Earth* was featured by *Attack of the Show* on US television, has been written about by *Stash Media Magazine* and featured on the *Aniboom Youtube* channel. Now it is to be distributed in America by *Indieflix* and I've also picked up freelance work there.**

The course at NUCA gave me a portfolio of good creative work while also teaching me loads of software and technical skills that I now use every day. I found a job through NUCA's careers service, which allows me to work on all things creative, such as

animation, graphic design, illustration and web development, as well as generating ideas and solving problems.

I've created fun flash animations for our in-house t-shirt brand SuperAwesomeYeah, worked on an animated campaign for Selfridges featuring their 'Shoepthero' character and our studio also created the Bloc Media Christmas animation, featuring a giant snowball that leaves a trail of Christmassy destruction in its path!

View Stephen's work at: [www.nuca.ac.uk/alumni](http://www.nuca.ac.uk/alumni)