

Summer Study Abroad – Animation



Zahraa Karim working in the Studio © Alys Tomlinson
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Module Overview

This exciting three-week animation course is designed to give you a playful, creative experience whilst developing your animation portfolio and knowledge. The course focuses on Principles of Animation and Visual Narrative via a set of fast paced workshops and a short project. You will develop different ways of working, collaborating, visit exhibitions, researching and gathering materials, test your ideas and putting them into practice.

You will learn to create movement on screen, by studying the fundamental principles of animation. You will then go on to learn about narrative development and produce your own short animated project.

Technical workshops will focus on drawing for animation, storyboarding and animatic development, creating animation and digital assets using design and animation software. In the second and third week students will develop their own short animated film or sequence based on the theme, skills and techniques learnt in the first week. The software used on this course will be Adobe CC After Effects, Photoshop and Illustrator. At the end of the course you will present your work at an exhibition alongside photography, graphics and film students.

Class hours: 75 hours

Non-class hours: 15 hours

Course level: Open

Entry requirements: You should have some prior study in design and drawing skills, but do not need to have studied animation before. This course is perfect for you if you are thinking of further study or professional development in animation.

Aims

- Develop your ideas through observation, research and sketching
- Develop storyboarding, animatics and 2D animation skills appropriate to your project
- Plan and create a short animated sequence
- Present and discuss your project

Learning Outcomes

- An ability to research ideas that can be developed into animated designs (Research, Subject Knowledge)
- An ability to communicate ideas and concepts through storyboards and 2D animation (Communication and Presentation)
- A knowledge of storyboarding, animatics and 2D animation software (Technical competence)

Requirements for Assessment

- Sketchbook and drawings
- Presentation of ideas
- Project storyboards
- Short animated sequence

Materials Required

Please bring with you:

- Drawing tools (pencils, pencil sharpener, eraser, ruler)
- Sketchbook, A4 or A3 size
- USB memory stick, external hard disk or cloud-based storage space (e.g. Dropbox, Google Drive) to save your finished projects and working files

Please note: a graphic tablet and pen (e.g. Wacom Bamboo, Intuos or similar) is optional but recommended. In the course we will use LCC computers with Adobe CC Photoshop, Illustrator, After Effects; if you bring your own laptop or tablet please make sure you have Adobe CC installed.

You should also have a Transport for London Oystercard or travel card for getting around London. You may want to wait for the induction session before buying this. Please check <https://tfl.gov.uk/> for transport information and fares.

Reading/Resources List

Please note: this list of suggested resources and study materials is indicative, you don't have to go out and buy any books; however if you're interested in storytelling, storyboarding or animation some of these titles are essential reading in their field.

- The Screenwriter's Workbook, by Syd Field
- Screenplay, by Syd Field
- Prepare to Board! Creating Story and Characters for Animated Features and Shorts:
 - 2nd Edition, by Nancy Beiman
 - The Art of the Storyboard, 2nd Edition: A Filmmaker's Introduction, by John Hart
 - The Art of Movie Storyboards: Visualising the Action of the World's Greatest Films, by Fionnuala Halligan
 - The Animator's Survival Kit, by Richard E. Williams
 - Character Animation Crash Course!, by Eric Goldberg
 - Timing for Animation, by Harold Whittaker and John Halas
 - Setting the Scene, by Fraser MacLean
 - Force: Dynamic Life Drawing for Animators (Force Drawing Series), by Mike Mattesi
 - The Seven Pillars of Storytelling, by Ffion Lindsay
- You may also want to have a look at work produced by BA and MA students at London College of Communication:
 - <https://vimeo.com/maalcc>
 - <https://vimeo.com/album/3586484>

Tutor

Francesco de Manincor is a character designer, animator and illustrator with a broad experience in visual storytelling, from storyboarding to animation. After studying Fine Arts and Art Direction, and working in comics, illustration and visual communication in his native Italy, Francesco moved to London and for the past 15 years has worked on commercial projects and taught digital media, design and animation, creating visual content, illustrations and concept art, editing videos, motion graphics, and designing characters for print and product applications. Francesco likes to start by exploring ideas drawing on paper, to then complete production and post-production using digital tools, for the unbounded possibilities that these offer. He believes that it's all about storytelling and realising our vision, to captivate and engage the viewer and create that little bit of magic.