COURSE OUTLINE

(1) GENERAL

SCHOOL	School of Fine Arts		
ACADEMIC UNIT	Department of Fine Arts and Art Sciences		
LEVEL OF STUDIES	Undergraduate		
COURSE CODE	**ΕΤΕΠ528**	**SEMESTER**	**5th, 7th**
COURSE TITLE	ANIMATION III		

INDEPENDENT TEACHING ACTIVITIES *if credits are awarded for separate components of the course, e.g. lectures, laboratory exercises, etc. If the credits are awarded for the whole of the course, give the weekly teaching hours and the total credits*	**WEEKLY TEACHING HOURS**	**CREDITS**
The weekly teaching hours concern training by the professors and the students' stay in the laboratory. Lectures are given and exercises are carried out.	3	3
Add rows if necessary. The organisation of teaching and the teaching methods used are described in detail at (d).		

COURSE TYPE *general background, special background, specialised general knowledge, skills development*	Scientific Area and skills development
PREREQUISITE COURSES:	NO
LANGUAGE OF INSTRUCTION and EXAMINATIONS:	GREEK AND ENGLISH LANGUAGE FOR ERASMUS STUDENTS
IS THE COURSE OFFERED TO ERASMUS STUDENTS	YES
COURSE WEBSITE (URL)	

(2) LEARNING OUTCOMES

Learning outcomes

The course learning outcomes, specific knowledge, skills and competences of an appropriate level, which the students will acquire with the successful completion of the course are described.

Consult Appendix A

- *Description of the level of learning outcomes for each qualifications cycle, according to the Qualifications Framework of the European Higher Education Area*
- *Descriptors for Levels 6, 7 & 8 of the European Qualifications Framework for Lifelong Learning and Appendix B*
- *Guidelines for writing Learning Outcomes*

- Upon completion of the semester, students will be able to:
- - Understand basic issues of the visual language of animation.
- - Write personal visual proposals.
- - Become familiar with various 2D animation techniques and the filming process.
Become familiar with the basic tools and software used in 2D animation production.

General Competences

Taking into consideration the general competences that the degree-holder must acquire (as these appear in the Diploma Supplement and appear below), at which of the following does the course aim?

Search for, analysis and synthesis of data and information, with the use of the necessary technology	*Project planning and management*
Adapting to new situations	*Respect for difference and multiculturalism*
Decision-making	*Respect for the natural environment*
Working independently	*Showing social, professional and ethical responsibility and sensitivity to gender issues*
Team work	*Criticism and self-criticism*
Working in an international environment	*Production of free, creative and inductive thinking*
Working in an interdisciplinary environment	*……*
Production of new research ideas	*Others…*
	…….

Search, analysis and synthesis of data and information, using the necessary technologies
Project planning and management.
Adaptation to new situations
Decision-making
Autonomous work
Teamwork
Working in an international environment
Working in an interdisciplinary environment

(3) SYLLABUS

In Animation 3, the student practices to acquire basic technical skills and understand basic elements of the visual language of 2D animation.
During the semester, what animation is, its historical development, and various 2D animation techniques are analyzed. It also presents the production method of animated films, explains the shooting frames, the use of storyboard and animatic. Explains key points, intermediate frames and motion cycles.

At the same time, works by artists who have dealt with 2D animation are presented and the preferably open source software that will be used (Krita) is learned.
Students are given project topics that concern basic movements and create short films, with emphasis on the emergence of an experimental animation using a technique of their choice.

(4) TEACHING and LEARNING METHODS - EVALUATION

<table>
<tr><td>DELIVERY
Face-to-face, Distance learning, etc.</td><td>Face to face in the Workshop.

Personalized supervision,

work assignments/exercises.

Lectures and analyses of artists' works.</td></tr>
<tr><td>USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY
Use of ICT in teaching, laboratory education, communication with students</td><td>Use of ICT in teaching, in Laboratory Education, in communication with students.</td></tr>
<tr><td>TEACHING METHODS
The manner and methods of teaching are described in detail.
Lectures, seminars, laboratory practice, fieldwork, study and analysis of bibliography, tutorials, placements, clinical practice, art workshop, interactive teaching, educational visits, project, essay writing, artistic creativity, etc.

The student's study hours for each learning activity are given as well as the hours of non-directed study according to the principles of the ECTS</td><td>
<table>
<tr><th>Activity</th><th>Semester workload</th></tr>
<tr><td>Lectures</td><td>3</td></tr>
<tr><td>Workshop exercises/ Artistic creation:</td><td>3 X 13 = 39 hours</td></tr>
<tr><td>Individual supervision of each student</td><td></td></tr>
<tr><td>Preparation of a study (project)</td><td></td></tr>
<tr><td>Extra workload / home work</td><td>33</td></tr>
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<tr><td>Course total</td><td>75 hours</td></tr>
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<tr><td>STUDENT PERFORMANCE EVALUATION
Description of the evaluation procedure

Language of evaluation, methods of evaluation, summative or conclusive, multiple choice questionnaires, short-answer questions, open-ended questions, problem solving, written work, essay/report, oral examination, public presentation, laboratory work, clinical examination of patient, art interpretation, other

Specifically-defined evaluation criteria are given, and if and where they are accessible to students.</td><td>Monitoring the development/progress of the student's artistic abilities through the assignments - exercises he/she completes during the semester

B. Public Presentation: exhibition of works and support of the produced visual work at the end of the semester (presence of all students and professors of the course)
The evaluation process and criteria are specified and accessible on the course website.</td></tr>
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(5) ATTACHED BIBLIOGRAPHY

- Suggested bibliography:

- Related academic journals:

Vassiliadis, Giannis, The Animated Cartoon, Kastaniotis, Athens, 1985.
Richard Williams, The Animator's Survival Kit, London, 2009.
Vassiliadis, Giannis, Animation, History and Aesthetics of Animated Cartoon, Athens, 2006.
Mouri Eleni, Frame by Frame, Athens, 2009.
Siakas Spyros, Three-dimensional environment design- 3d modeling for animation, Athens, 2020.
Siakas Spyros, From stop motion to three-dimensional movement, Athens, 2023.