

1.	Field of study	Creative management in new media
2.	Faculty	Krzysztof Kieślowski Film School
3.	Academic year of entry	2020/2021 (winter term), 2021/2022 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	general academic
6.	Mode of study	full-time

Module: Animated film

Module code: 09-ZN-S2-FA

1. Number of the ECTS credits: 3

2. Learning outcomes of the module			
code	description	learning outcomes of the programme	level of competence (scale 1-5)
FA_1	Student has knowledge about the role and importance of internet and audiovisual technologies in relation to the role and place of animation in contemporary culture.	K_W02	5
FA_2	Student knows the theories and concepts of changes that occur in contemporary culture, especially in the field of audiovisuality in relation to animation, appropriate for the humanities and social sciences.	K_W01	4
FA_3	Student is able to independently make a critical analysis of audiovisual artifacts, especially animation in the context of relevant humanistic and social theories and concepts, using the appropriate terminology for them. Is able to realize an audiovisual project in the field of animation, using computer techniques and appropriate tools.	K_U02	4
FA_4	Student understands and can characterize the changes taking place in contemporary society and culture under the influence of modern technology, especially in relation to the role and importance of animation in today's world.	K_U01	5
FA_5	Student independently solves theoretical and practical tasks related to the critical analysis of contemporary culture in relation to the role and importance of contemporary animation.	K_K01	4
FA_6	Student is aware of the importance of animation in contemporary culture.	K_K02	3

3. Module description

Description	<p>The aim of the course is to determine the place of the animated film in the culture of the turn of the century. Getting to know an animated film from the artistic side and animation techniques. Indication of trends in the area of animation, as computer graphics and animation are increasingly being used today.</p> <p>Animation presents propedeutic aims in the area of knowledge in the history and theory of animated film and practical knowledge of the basic techniques of making an animated film. The first theoretical part puts the task of placing the animated film in the history of popular and artistic cinema from the pioneering attempts of J. Stuart Blackton, Winsor McCay, Emile Cohl and Władysław Starewicz, through the dizzying achievements of great American</p>
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	producers (Fleischer brothers, Walt Disney), and post-war triumph of competing with the American cinematography of European national schools: the Zagreb School (Borivoj Dovniković Bordo, Nadeljko Dragić, Dušan Vukotić), Polish (Jan Lenica, Walerian Borowczyk), Czech (Jiří Trnka) etc. Special emphasis will be placed on the author's animation of the second half. Twentieth century, the ideas of which are continued by successive generations of contemporary artists and perspectives of using the achievements of the author's cinema for the needs of functional animation. Classes are carried out in project groups.
Prerequisites	Students should have seen the animated movies during festivals.

4. Assessment of the learning outcomes of the module			
code	type	description	learning outcomes of the module
FA_w_1	Test	Verification of theoretical and practical knowledge takes place through the implementation of projects in the area of animation. The way of verification of students' own work: credit / final exam (true-false test, open-ended questions).	FA_1, FA_2
FA_w_2	Continuous verification	Verification of theoretical and practical knowledge takes place through the implementation of projects in the area of animation. The final grade is a summary of the participation in the seminar (50% colloquium) and in the animation workshop (evaluation of the practical project carried out under the supervision of the tutor 50%).	FA_3, FA_4, FA_5, FA_6

5. Forms of teaching						
code	form of teaching			required hours of student's own work		assessment of the learning outcomes of the module
	type	description (including teaching methods)	number of hours	description	number of hours	
FA_fs_1	lecture	Lectures combined with discussion and film presentation.	15	Analysis of the literature on the subject, analysis of the lecture content, searching for examples in practice, independent implementation of the indicated material batches, including the subject literature.	30	FA_w_1
FA_fs_2	practical classes	Classes in the workshop part will be devoted to the presentation of the basic techniques of animated film: cartoon animation, subject (including puppet), animation of plastic materials (especially plasticine) and loose materials, pixilation and cut-out animation, and also the most dynamically developing 3D animation in recent years. Participants will be able to familiarize themselves with the methods of using the basic techniques of animated films, with the subsequent stages of their formation in both classical techniques (from the idea, scenario, storyboard, photo phase, editing, sound and final effects) to computer-based techniques.	15	Individual preparation for each class, systematization of the material presented during classes, preparation of projects - also group ones. Independent implementation of the material batch indicated in the syllabus and analysis of examples selected by the lecturer, repetition and consolidation of knowledge and skills acquired during the course.	30	FA_w_2