2nd **CFGS Animation**

| History of Animation | Drawing Applied to Animation | Script and Narrative Structure | Animation Techniques | Animation Projects | | Practical Working Training |

| History of Animation | Audiovisual Language and Technology | Script and Narrative Structure | | Animation Projects | Integrated Project | Practical Working Training |

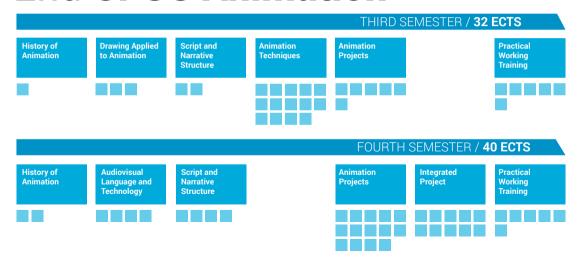### History of Animation - **3 ECTS**
Learn about the historical evolution, technique and aesthetics of animation. Study animation in relation to the sociocultural context. Analyse the influence of the current artistic tendencies, new technologies and the media on formal, expressive and communicative aspects of animation.

Drawing Applied to Animation - **3 ECTS**
Drawing applied to human figure, objective and subjective representation of models. Observation and photographic memory. Drawing in motion. The face: resemblance, passage of time and deformation. Expression and muscular drawing. Caricature. Creation and study of two-dimensional and three-dimensional characters.

Script and Narrative Structure - **6 ECTS**
Introduction to narrative language and techniques. Study of space and time in narration, plot, discourse, characters and actions. Organisation and development of a story. Produce a literary and technical script within sequential and audiovisual language.

Animation Techniques - **14 ECTS**
Introduction to and learning of key concepts of animation: keyframes, storyboards, character design, rigging... Acquire knowledge about necessary tools to use the most commonly used animation techniques: 2D, 3D and stop-motion.

Animation Projects - **20 ECTS**
Administer and manage an animation team project. Development process and realization. Pre-production of the project: documentation, characters design, background and other planning stages: storyline, synopsis, script, storyboard, layouts, concept art and bible. Production: characters and setting creation, mockups, background, illumination, set design, audio capture, filming notification letter, animation, insertion. Post-production: video editing, image, effects, transitions, audio processing, credits creation. Quality control and viability of different processes as well as the final product's.

Audiovisual Language and Technology - **4 ECTS**
Specialise on techniques and technologies of post-production of audiovisual pieces. Use specific terminology and technical concepts. Command of basic processes, including: planning of realization stages, use of equipment and typical techniques of audiovisual post-production, and file exporting. Creative exploring of expressive and communicative techniques of the media in order to create audiovisual messages.

Integrated Project (IP) - **10 ECTS**
Plan and create an original and specific project, developing all the stages, and applying the methodological and procedural aspect most fitting in order to guarantee a final product of artistic and technical quality. Communication, presentation and public defense. Includes tutorial monitoring by the expert teacher.

Practical Working Training (internship) - **12 ECTS**
Learn the current knowledge and technologies used in a real work environment of a company or institution. Acquire new professional knowledgement developing, in the work context, the previously learned curricular knowledges. Understand the productive process and / or service tasks, participate in this process and acquire habits of human relationships within a company.