

Advanced studies in Master's Programme in Animation 2019-2020

Study objectives

MA Animation explores both the theory and practice of animation. The students will deepen their knowledge of animation and its various applications, and they become professionals who are able to work as experts and creative innovators in the animation field. They will be able to design, create and head animation productions and act as member of a team. The aim of the studies is to support the development of a student's own strengths and artistic vision, as well as critical thinking. Students will become familiar with the traditions and the current trends of animation and they are encouraged to experiment for new and fresh approaches. Ability to work in a team is central to the course, furthermore it is important to understand the different roles and disciplines in a filmmaking process (screenwriting cinematography, sound design, visual effects, production design etc.). The course supports progression to research at DA level as well as to advanced self-directed practice.

Content

The study program focuses on storytelling and visualization, character design, character animation and directing, covering almost any 2D and 3D animation techniques (from CGI to cartoon and stop frame). The students will explore a range of both technical and conceptual approaches to animation. They have the opportunity to produce short form animation across 2D & 3D to set briefs. They will also engage in theoretical seminars and analysis of animation art. The curriculum consists of lectures, exercises, workshops, masterclasses, projects and MA dissertation.

code	course name	cr
ADVANCED STUDIES IN ANIMATION		90
The extent of joint master's studies and advanced studies should be 60 ECTS credits. In addition, the student accomplishes master's thesis work 30 ECTS credits		
JOINT MASTER'S STUDIES		20
THEORY, ART, AUTEURSHIP, the student chooses min. 10 credits		10
ARTX-E1011	MA-seminar	4-6
ARTX-E1000	Theory, Analysis and History	2-6
WORKING LIFE SKILLS AND PRACTICES, obligatory		10
ELO-E1013	Group Dynamics and Leadership	2
ELO-E1014	Contracts and Copyrights	4
ELO-E1015	Wellbeing at Work	2
ELO-E1016	Entrepreneurship and Working Life Skills	2
ADVANCED STUDIES IN ANIMATION, min. 40 credits		40
ARTX-E1003	Animation Design and Pre-production	3-12
ARTX-E1005	Script Development	3-6
ARTX-E1001	Character Animation	6-12
ARTX-E1004	Producing Animation	3-6
ARTX-E1007	Animation Workshops Testing	3-9
ARTX-E1008	Animation Workshops Finalizing	3-9
ARTX-E1006	VFX Visual Effects	3-6

ARTX-E1002	Animation Sound	3-6
ARTX-E1012	Animation course with Varying Content	3
MASTER'S THESIS		30
ARTX.thes	Master's Thesis	30
ELECTIVE STUDIES		30
<p>The student chooses max. 30 credits of elective studies. As elective studies, the student takes individual courses from other programmes, other Aalto schools, from other Finnish universities or from universities abroad as exchange studies. Practical training belongs also under elective studies. Elective studies are included in the studies in accordance with the Personal Study Plan and Degree Regulations. Normally any university-level course may be chosen as free elective, also Bachelor level courses. Some options are listed here</p>		
DOM-E5014	3D Animation	3-12
ARTX-E1009	Experimental Animation	3-6
ARTX-E1010	Documentary Animation	3-6
ARTX-E1013	Animation for Games and VR	3-12
DOM-E5055	Motion Capture vs. Animation	3-6
DOM-E5126	Dynamic Visualization	6-8
ELO-E1017	Seventh Art	2
ELO-C4524	Film Music Workshop	3
ARTX-E1014	Animation Co-production Project	3-9