

Subject code	Credits
INF3031	4

Title

MULTIMEDIJA IR ANIMACIJA

Title in English

MULTIMEDIA AND ANIMATION

Subject goal and annotation

Course provides an introduction to the basic animation principles, methods and its application possibilities. The main aim of this course is to prepare students for professional animation and multimedia projects. Students are going to understand the main characteristics of various programming environments. Moreover, they are going to learn to unify multimedia elements to the final multimedia project.

Prerequisites

Undergraduate courses: Audio-visual art, Design, Fine arts, Composition

Relationship between the learning outcomes of the Programme and learning outcomes of the subject

Learning outcomes of the Programme	Learning outcomes of the subject	Criteria for measuring the achievement of learning outcomes
4. Knowledge of basic and advanced multimedia theories and applications, ability to apply it.	Ability to use various methods and tools of animation technologies.	Student demonstrates the ability to use various methods and tools.
6. Knowledge of Internet and multimedia products development, their commercial and social impact.	Ability to form visual multimedia items.	Student demonstrates the ability to create multimedia content and its elements.
9. Perform interdisciplinary research and development/creation in multimedia area, apply results in practical applications.	Ability to develop professional animation product.	Student demonstrates the ability to create professional multimedia content and product.
11. Analysis, design and development of advanced Multimedia systems.	Ability to rate duration of multimedia project. Ability to select an effective software tools.	Student group presents their project to other students and lecturer.

Subject content

	Lecture topics and contents	Hours
1.	Animation history and evolution	3
2.	Animation expression and its variety in multimedia.	3
3.	The concept of drama in animation. The process of script creation.	3
4.	Storyboard and importance of design in an animation.	3
5.	Computer graphics. Software.	3
6.	Design of a character. Stylization of the character.	3
7.	Principles of computer animation. Physics.	3
8.	Principles of the motion. Acting in an animation.	3
9.	Post-production in animation. Synthesis of sound and video. Video formats and standards	3
10.	Project	3
	Total	30

Practical work contents

Problems should be presented and described.

1. Project script
2. Design of the character
3. Creation of the character
3. Animation of the character
4. Project and its presentation

Evaluation of study results

Final written exam (50%), mid-term written exam (17%), and assessments of laboratory (practical) work (33%).

Distribution of subject study hours

Lectures	30
Laboratory work	30
Individual studies (including studies in groups, preparation for the mid-term and final exams)	48
Total	108

Recommended literature

No	The author and title	Number of copies available		
		<i>in the Library of VMU</i>	<i>in specialized publication collections at VMU</i>	<i>in other libraries</i>
Main literature				
1.	Sham Bhangal, Jen deHaan. (2005) FLASH MX. Smaltijos leidykla	5		
2.	Borko Furht (Editor-In-Chief). (2006) Encyklopedia of multimedia, Springer, Florida Atlantic University		1	
Additional literature				
1.	Mike Wellins, Storytelling through animation.			
2.	Preston Blair Cartoon Animation			
3.	Harold Whitaker, John Halas, Timing for Animation			
4.	Richard Williams The Animator's Survival Kit			
5.	Eadweard Muybridge The Human Figure in Motion			
6.	Eadweard Muybridge Muybridge's Animals in Motion			
7.	John Hart The Art of the Storyboard			
8.	Don Seegmiller Character Design and Digital Painting			

Subject prepared and coordinated by

Vladislav Bere0ok