

Research based Education in Animation at the University of the Aegean (Syros)

Lecturer:
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Introduction

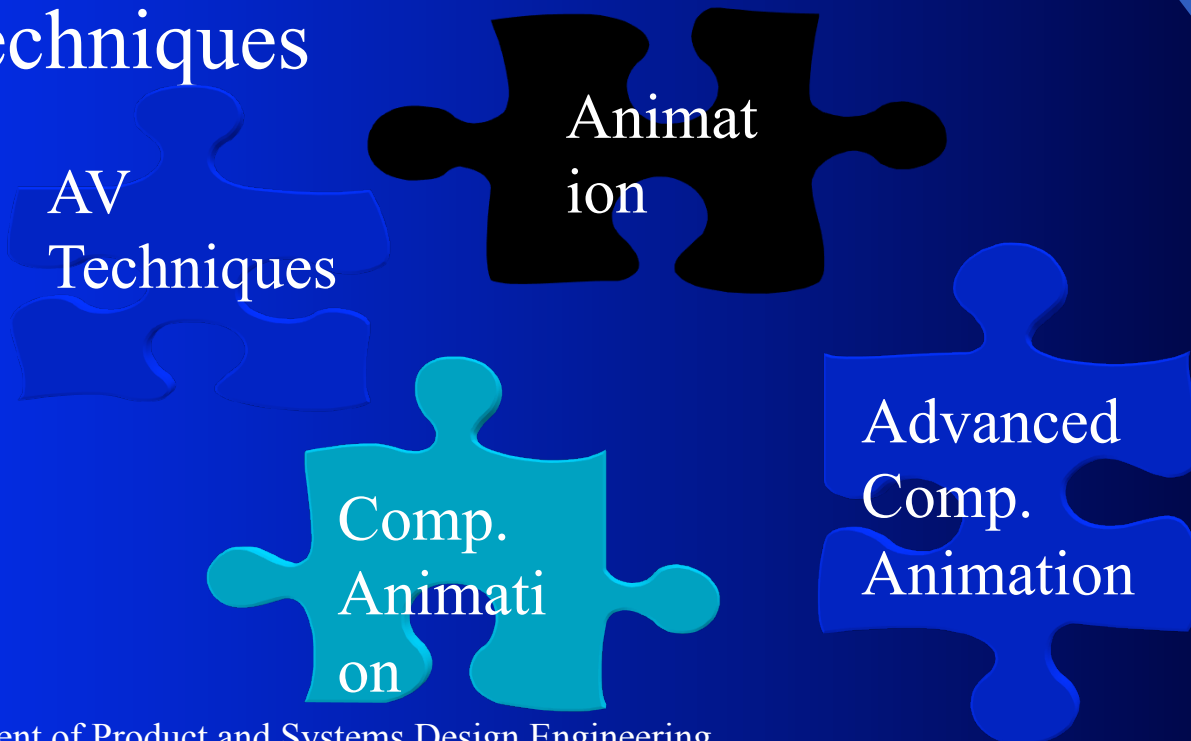
- Part of the «Interactive Design» Section
- The animation courses provide knowledge of non interactive techniques
- The courses are not obligatory
- They are taught from semester 7 to 9

Presentation contents

- Audiovisual Techniques courses
- Courses' objectives
- Animation
- Theory courses
- Lab courses
- Final semester theses

Overview

- The courses compose a stream of knowledge
- They build on both traditional and digital techniques



Courses

- Audiovisual Techniques (7^o sem.)
- Animation (7^o)
- Computer Animation (8^o)
- Advanced Computer Animation (9^o)
- Final Thesis (10^o)

Courses' objectives

- Learning Script Writing and Direction Basics (Audiovisual Techniques)
- Storyboarding and animation principles (Animation)
- Computer based production techniques (Computer Animation)
- Simulation of dynamic phenomena and visual effects (Advanced Computer Animation)
- Introduction to research techniques (Final Thesis)

Animation

- Supported by the Audiovisual Techniques course
- 2h of theory and 2h laboratory per week
- Learning through screenings, theoretical lectures and laboratory work to apply concepts and techniques
- Invited professionals to present special subjects and case studies

Theory courses

- History of Animation
- Animation categories and techniques
- Animated Films' Analysis (fiction, experimental)
- Character design in animation
- Storyboarding
- Animation production methods
- 13 weeks (2h / week)

Laboratory courses

- Storyboard
- Traditional animation techniques (drawing, clay, objects, cut-out, pixilation)
- Digital cinematography techniques
- Content digitisation techniques
- Digital Video Techniques (editing)
- 13 weeks (2h / week)

Final thesis

- Introduction to the Research techniques
- Knowledge in Audiovisual stream courses' subjects is a prerequisite
- The outcome is always a scientific text, but it is possible to produce also a short film
- The final text follows a scientific methodology
- The content produces (hopefully) new knowledge

Final Thesis' subjects

- The Teaching Staff provides a list of subject areas
- Students may propose a subject of their own
- The subject is finalized after thorough bibliographical and filmographical research
- To implement a short film, the student has to justify its relevance to the research directions and objectives

Final Thesis examples

- Technique based design: the aesthetics of sand animation
- Rhythm based design: the visual music
- An animation short (1 mn) was produced in the first case
- The second thesis was limited to the traditional scientific text as an outcome

Final Thesis examples

- Short animation film design for children, in cooperation with the children
- Interactive outdoor artistic installations: artwork-audience interaction
- A cooperative short animated film was produced in the first case
- A visualization in 3d animation was produced in the second case

Summary

- Animation courses are part of the “Interactive Design” Section, providing knowledge and skills in non interactive techniques
- All animation courses are compulsory for the students
- Research in Animation and Computer Animation is a challenging task for students, leading in important scientific texts and eventually in the production of short animated films, during the Final Thesis semester (10o)

For more information

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