

Animation BA (Hons)

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BA (Hons) Animation

The course is committed to the study and exploration of animated filmmaking. It encourages creativity and individuality through a broad definition of animation, which includes any technique that is created 'frame by frame'.

At the heart of the animation degree is the aim to produce graduates who can both think and 'do' signalling to employers that our graduates can make individual contributions to a team, as well as having a thorough understanding of the production process. Entrepreneurial and interdisciplinary skills are encouraged throughout the course so that you are capable of initiating original projects and then carrying them through to completion.

The course team believes in the integration of theory and practice to enhance your critical and reflective learning methodologies and prepare you for employment and/or postgraduate study.

Throughout the course you will build and develop their creativity alongside your employability, enterprise, and professional presentation skills as you progress from unit to unit.

This course will deliver a personalised learning journey, following five key principles:

- Practice-led and professionally contextualised
- Discipline-specific with interdisciplinary exposure
- Technologically relevant
- Employment focussed
- Internationalised learning

 **Awarded by**
UCA

 **Taught by**
UCA

 **Location**
Farnham Campus

 **Language**
English

 **Duration**
INCLUDING AS APPLICABLE:
Full time – over 3 years
With Foundation Year (an additional year of delivery)
With Professional Practice/
International Year (an additional year of delivery)
Face to Face

 **Recognition/Accreditation**
Not applicable

 **Regulation**
The University for the Creative Arts and its courses are regulated by the Office for Students.

This course has been designed in line with national standards and reference points, including the https://www.qaa.ac.uk/docs/qaa/subject-benchmark-statements/subject-benchmark-statement-communication-media-film-and-cultural-studies.pdf?sfvrsn=28e2cb81_4
For further information about how the course is quality assured see [UCA's Quality Assurance Handbook](#)

Highlights

This flagship animation course at UCA Farnham was established in 1972 by the British Oscar-winning animator Bob Godfrey. It was the first degree in Europe to specialise in the academic study of animation.

Our alumni are second-to-none and include eight Oscar winners and nominees including Michael Dudok de Wit, Chris Butler, Daniel Greaves and Suzie Templeton as well as numerous BAFTA and British Animation Award winners and nominees.

Many successful animation studios have been set up by our alumni including McKinnon & Saunders (Fantastic Mr. Fox, Corpse Bride etc.), Astley Baker Davies (Peppa Pig, Ben and Holly's Little Kingdom), Animade and the Moth Studio. This gives the course strong links to a wide range of creative talent, studios, and potential employers.

Our guest lecturers are a distinctive feature of the animation course and give you a direct insight into some of the world's leading practitioners. These lectures along with their associated Q&A's, enable you to begin to view yourself as part of a global animation community.

Who teaches this course?

Our teaching team includes the highest level of industry specialists and practitioners who deliver lectures, workshops, and individual tutorials.

Lecturers on the course have minimum qualifications of an MA in Animation, membership of the HEA (Higher Education Academy) and significant personal experience of personal film making and/or working within the animation industry.

This provides the course with a current approach to each animation specialism and allows you direct exposure to a broad range of interdisciplinary practises.

The contacts you make through our tutorials frequently lead to work experience, employment, and post graduate study.

For more information about our course team please visit our course website <https://www.farnhamanimation.com/page/staff/>

Student Support

We aim to ensure, where possible, personal tutors remain with a student throughout their degree studies to discuss all matters relating to student well-being and academic support. Personal tutors and the Careers & Employability Team will also support students in discussions around their potential or preferred career direction.

Students are further supported by:

- Module leader for each module
- Business School support staff
- Personal academic tutors
- Careers and Employability Services
- Technical support with IT and software
- My UCA a versatile online learning environment
- Induction and ongoing re-induction sessions
- Student Staff Course Boards
- Library and Learning Resources
- Gateway Services including support for finance, regulations, disability, well-being, accommodation, and international students
- UCA Students' Union

International students receive additional support from our International Office and specialist administrative staff not only when they first arrive but also throughout their programme of study.

What will learning look like?

Level 1

The first year of the course units establishes a firm base for the acquisition and development of core animation skills. Through lectures, seminars, practical exercises, life drawing and workshops including 'acting for animation' and digital skills you will learn how to apply animation skills creatively within a narrative context and exhibition practice.

You will also have the opportunity to work on an industry brief and enhance your wider education interdisciplinary School wide events.

Level 2

You will have the opportunity to work individually, collaboratively and in teams to create short films with the aim of having them screened at international animation festivals. You will learn to pitch your ideas professionally and will also work on a live industry brief.

You will deepen your technical knowledge through specialist tuition and there will be an increased emphasis on the role of research to inform your practical and theoretical work.

Level 3

In your final year you will define, through tutorial negotiation, the parameters of your practice and plan the objectives you wish to achieve. You will produce a treatment, undertake a professional pitch, and produce a Graduation film that allows you to showcase your full range of production skills and techniques. You will also showcase your work and achievements through an industry facing professional showreel.

Our approach to employability is to:

The course has excellent links with the animation industry through its exceptional alumni, our engagement with international festivals, the course team, and the British Animation Awards. We have achieved numerous successes with students winning Best Student British Animation Awards, Royal Television Society Awards, multiple international film prizes, as well as many of our students achieving multiple international screenings of their work.

Employability is delivered on the course through what can be seen as both 'hard' and 'soft' skills.

By the end of the course, you will have a range of tangible, industry aligned skills in and according to your chosen specialism animation, timing, production design, character design, lighting, set building, puppet making, rigging, compositing, storyboarding, illustration, academic writing, narrative development, sound design, script writing and presentation skills. This will be accompanied by a graduate entry level understanding of appropriate animation software, industry practices and workflows.

A distinctive feature of the course though is the focus on 'soft skills'. Animation studios and productions only succeed through good communication and effective collaboration. Therefore, our every interaction with you is an opportunity to engage skills that will impact directly on their employability. This includes everything from email usage to tutorial engagement, to time keeping, to handling critique and professional etiquettes, such as saying thank you!

By the end of the course you will be able to:

Upon successful completion of the course you are able to:

Knowledge

Apply a range of general, specialist and transferable industry standard skills and competencies relevant to both post graduate study and employment.

Understanding

Evidence an understanding of theoretical debates relevant to animation in its wider cultural context and an understanding of the relevance of research to inform practice.

Application

Create individual responses to all forms of animation production.

Demonstrate specialist skills and competencies to their chosen field of specialism within animation and the wider creative arts industries

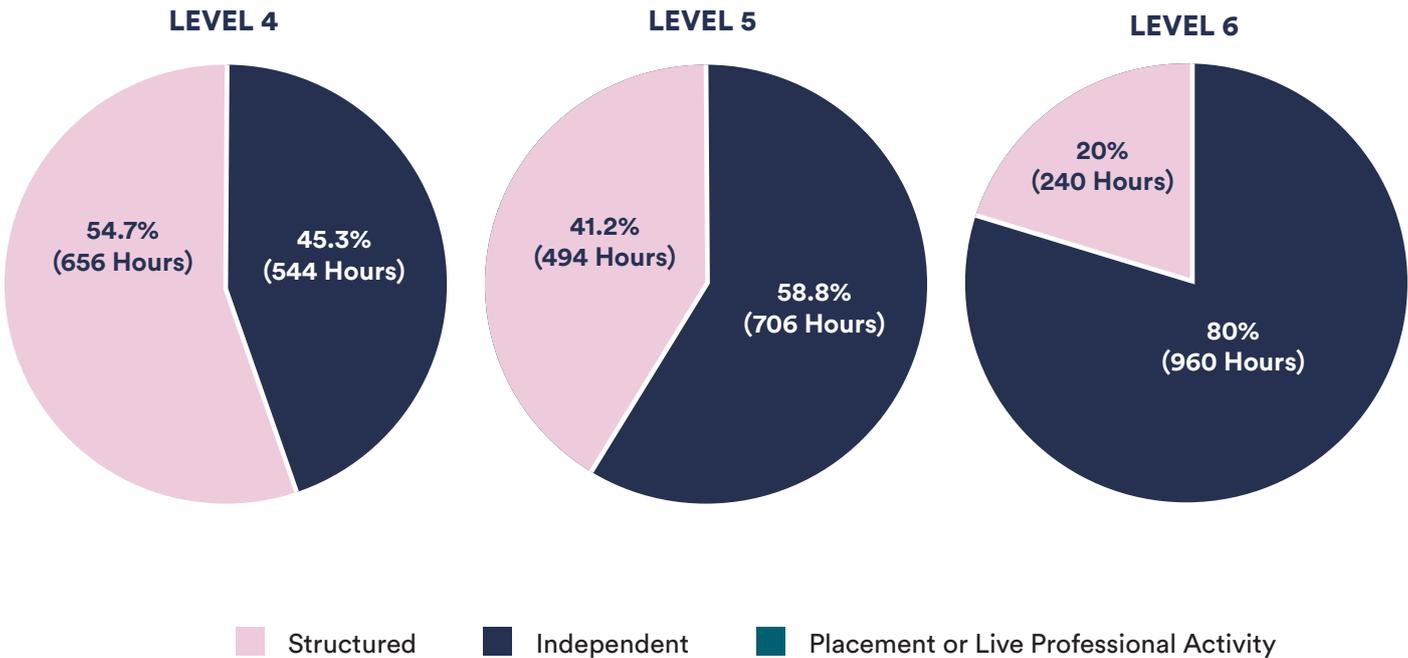
LEVEL 4 (Stage 1)																																
(exclusive of the compulsory non-taught study week and holidays which vary from year to year)																																
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
ENROLMENT AND INDUCTION WEEK	Launch	Unit 1 Animation Principles [30 credits] [10 weeks]										Unit 3 Public Exhibition [15 credits] [4 weeks]					Opportunity	Unit 4 Group Film [30 credits] [10 weeks]										Unit 6 Animator's Portfolio [15 credits] [4 weeks]				
		Unit 2 Equality, Diversity and Inclusion [15 credits] [10 weeks]																Unit 5 Animation Industry Practices [15 credits] [10 weeks]														
	Personalised Learning Experience: Digital portfolio or online showcase															Personalised Learning Experience: Digital portfolio or online showcase																
	ATOM: Opportunity for exposure to other disciplines															ATOM: Opportunity for exposure to other disciplines																

LEVEL 5 (Stage 2)																																
(exclusive of the compulsory non-taught study week and holidays which vary from year to year)																																
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
ENROLMENT AND INDUCTION WEEK	Launch	Unit 1 Short Film [30 credits] [10 weeks]										Unit 3 Unit from available Electives [15 credits] [4 weeks]					Opportunity	Unit 4 Research, Reflection and Practice [30 credits] [10 weeks]										Unit 6 Unit from available Electives [15 credits] [4 weeks]				
		Unit 2 Equality, Diversity and Inclusion [15 credits] [4 weeks]																Unit 5 Client Brief [15 credits] [10 weeks]														
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OPTIONAL YEAR PROFESSIONAL PLACEMENT / INTERNATIONAL YEAR																																

LEVEL 6 (Stage 3)																														
(exclusive of the compulsory non-taught study week and holidays which vary from year to year)																														
ENROLMENT AND INDUCTION WEEK	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	Launch	Unit 1 Pre-production & Pitch [30 credits] [10 weeks]															Opportunity	Unit 4 Graduation Film [30 credits] [10 weeks]												
	Unit 2 Dissertation [15 credits] [4 weeks]																													

Type of assessment	Written exams	Practical exams	Coursework
Level 4	0%	0%	100%
Level 5	0%	0%	100%
Level 6	0%	0%	100%

Study hours



Additional Course Costs

There will be some ongoing costs incurred during the course. As an Animation student you will build up your own collection of materials as the course progresses. This may include:

- Range of pencils
- Charcoal
- Putty / kneadable Rubber
- Gouache paints – quality rather than quantity
- Watercolour paints – quality rather than quantity
- Inks – quality rather than quantity
- Scissors
- Scalpel and blades – Swann Morton handle / 10A blades (with a cork to store safely)
- Chalk/pastel fixative (hairspray)
- Chalk/oil pastels
- Coloured pencils
- A cutting mat
- Masking tape
- Brushes – a wide range, to include watercolour sizes 3,6,12, decorator's brushes
- Sketchbooks preferably hardback not spiral bound, in a range of sizes, A3 and A5 are good
- USB storage pen

For students interested in stop frame animation this may also include:

- Aluminium wire in 1mm and 1.5mm for armatures
- Wire cutters
- Tape measure
- Metal ruler
- Stanley knife and blades
- Gaffa tape
- Pliers – both needle nose and flat nose pliers
- A hobby saw and blades
- Small hammer
- An adjustable wrench
- A small Philips screwdriver and small flathead screwdriver
- Tweezer

In year three, you will be asked to produce a professional bound treatment. The cost of this is approximately £40.

Visits

In the past, the course has made trips to animation festivals in Manchester, Bradford and Amsterdam . Although they are not compulsory there is a charge for you to join these trips. The most recent trip to Amsterdam trip cost £450 for travel and hotel. Field trips inside the UK are sometimes free, but you are likely to be expected to pay the cost of travel associated with these field trips, such as travelling to London for an exhibition for example or going on a studio visit.

Equipment/materials recommended

All students joining the course will need:

- Soft pencils (4B, 6B), charcoal, coloured inks, paints, brushes and other mark making materials for life drawing
- Lots of cartridge paper and/or newsprint (A1 or A2) for life drawing – 100 sheets
- Paper (reams of) A4 for animating – photocopier paper is the cheapest
- A three pin pegbar (available from chromacolour.co.uk) or you can purchase from the course at cost price
- Sketchbooks
- A USB 3 or USB C memory stick (these are relatively inexpensive nowadays, so we would recommend a 16GB one)
- Headphones will be useful for you when working on the computers, particularly when following digital tutorials or working with sound on your films.
- Personal computer. Desktop or laptop, Mac or PC depending on budget and preference.

Computer Specification (As per current software vendor guidelines)

CPU: Multicore Intel Processor

RAM: 16gb or higher

Graphics Card: Dedicated and 2gb or more

Hard drive – minimum 256gb SSD

Please refer to the following software vendors websites for more precise recommended computer specifications

Adobe (AfterEffects and Premiere) TV Paint, Autodesk Maya

- Wacom Intuos or Intuos Pro graphics tablet (these are compatible with the drivers installed on campus)
- External USB 3 or USB C hard drive – from 1TB upwards

This course has been designed in line with national standards and reference points, including the Higher Education Credit Framework for England and the https://www.qaa.ac.uk/docs/qaa/subject-benchmark-statements/subject-benchmark-statement-communication-media-film-and-cultural-studies.pdf?sfvrsn=28e2cb81_4

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