IMPORTANT INFORMATION ABOUT YOUR COURSE

BA (HONS) DIGITAL ANIMATION WITH ILLUSTRATION

COURSE DESCRIPTION

Our Digital Animation with Illustration degree is a practical skills-based course tailored directly to the needs of the animation and illustration industries. All our staff are active within the industry and teach students the skills that they'll need to gain employment after graduating. The course utilises a mix of lectures, hands-on workshops, tutorial classes, and practical exercises such as life drawing, to give our students a rounded education in the animated and illustrative arts.

We fuse cutting-edge industry-standard software skills with lessons learned from over a hundred years of animated tradition: lessons summed up in the core 12 principles. The course is designed to take you from a solid grounding in fundamentals through to developing your own personal specialism and getting you ready for the industry.

ENTRY REQUIREMENTS

To be considered for this course, you will require 104-120 UCAS points. This could be gained via a number of qualifications, for example:

- BCC or above at A2 Level
- DMM or above at Extended Diploma Level
- M or above at UAL Level 3 Extended Diploma Level
- A proven interest in this area

If you're unsure how many points you have you can use the UCAS tariff calculator.

Remember that qualifications such as Graded Examinations in Music Performance and Arts Award (Gold) can also count towards your UCAS points – check the tariff calculator.

Applicants who do not have the required qualifications, but do have the industry experience and/or proven interest in the subject will also be considered.

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All applicants are expected to have at least a grade 4 in GCSEs Maths and English Language. Non-UK applicants will need to have an English Language qualification at International Level B2 or higher, such as an IELTS of 6.0 or better (with no component below 5.5). Students with equivalent qualifications will also be accepted.

If your application is successful, you will be invited to an interview where you will have the opportunity to talk about your work, influences and interests. Ideal applicants will have a keen interest in animation, illustration, and production. You will be asked to provide a portfolio of your work. The portfolio should consist of 8-10 pieces of work, and must include some observational drawing, ideally life drawings.

MODULES (CREDITS)

YEAR 1

Fundamentals of 2D Animation (20 credits) – working in 2D (both traditional and digital) you will put together a portfolio of very short, animated clips demonstrating the 12 principles in action

Year 1 Animation Project (20 credits) – combine the lessons learned in Fundamentals of 2D and create your first original short film, animated in 2D and roughly 30 seconds in length

Pre-production (20 credits) – scriptwriting, character design, expression sheets, turnarounds, backgrounds, and layouts, storyboarding and animatics: everything needed for animation minus the animation, in other words

History of Animation and Illustration (20 credits) – lectures focusing on the history of animation and illustration, giving context to the skills learned in other modules and how these emerged historically

Fundamentals of Illustration (40 credits) – the first semester focuses on technical drawing skills (anatomy, proportion, line of action, perspective, colour theory, etc) and the second on creating a portfolio of creative works

YEAR 2

Fundamentals of 3D Animation (20 credits) – an introduction to Maya, focusing on how to utilise the 12 principles within a 3D animation environment

Year 2 Animation Project (20 credits) – draw on the lessons learned in Fundamentals of 3D to create a movement-oriented short film; an obstacle course animated in 3D, roughly 30 seconds in length

3D Modelling (20 credits) – learn the fundamentals of 3D modelling in Maya, allowing you to build basic 3D environments in which to set your 3D animations

Post-Production and Motion Graphics (20 credits) – work with an industry partner, who will set a brief and, after a semester of teaching focusing on editing, post-production effects, and motion graphics, pitch your response to the brief back to that industry figure

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Contemporary Animation and Illustration (20 credits) – a continuation of the History of Animation and Illustration module, only now it's focused on the contemporary moment, current issues, and trends

Applied Illustration (20 credits) – construct a portfolio of illustrations in response to weekly briefs in semester 1, with a storybook/comic project in semester 2 introducing long-form illustration

YEAR 3
Honours Project (40 credits) – your chance to develop your specialism, working on a project you design in collaboration with the module lead

Year 3 Animation Project (40 credits) – your final year film is based around a piece of audio found by you, of roughly 30 seconds length, that can be animated in either 2D or 3D

Motion Capture (20 credits) – learn how to capture actor's performances in our industry-standard motion capture suite at Futureworks Studios, MediaCity, and then integrate this capture information into your 3D animation projects

Personal Portfolio Development (20 credits) – a module focusing on getting you a job: everything from CVs, websites, showreels and portfolios, to how and where to network, interview practice and how to find work as a freelancer

WHAT ARE CREDITS?
As a guide, 20 credits typically represents around 52 hours of tutor contact time (e.g. lectures/workshops/feedback) and 148 hours of self-study time (usually over the course of a semester). These numbers may increase or decrease depending on the nature, length and level of the module, especially towards the end of the course.

LOCATION OF DELIVERY
Your primary location of study will be at our Riverside Campus, which is located on New Bailey Street in Manchester. As part of your course, some of your lessons may take place at our Futureworks Studios facility located in MediaCityUK, a few miles from the city centre.

TEACHING STAFF
Everyone who teaches on this degree is active in the industry. Whether that's animating, storyboarding, illustrating, designing, or writing for animation or illustration; when your tutors aren't busy teaching you, they're busy honing their craft. As a result, we are always working and teaching the most current industry workflows. We practice what we teach. We also have an extensive network of industry contacts that we can draw on for guest lectures and workshops, industry-set briefs, and as guests for our degree shows.

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METHOD OF ASSESSMENT

We don't believe in exams. All assessment takes the form of coursework, portfolios, presentations, and essays. If you are being taught animation, you will submit a portfolio of completed animations. If you are being taught how to pitch a show, you will do a presentation pitching a show. If you are studying the history of animation, you will synthesise that research into an essay on the history of animation. In other words, all assessment is directly related to the skills being taught. You will often have the opportunity to receive feedback along the way, via formative submission points, with official summative submissions falling at the ends of first and second semesters.

COURSE DETAILS

Award to be received on successful completion: BA (Hons) Digital Animation with Illustration

Length of course: 3 YEARS (FULL TIME)

Regulator: Office for Students (OfS)

Awarding Institution: University of Central Lancashire

FEES / COSTS

TUITION FEES

Home Students: £9,250 per year

International Students: £17,000 per year

You may be eligible to apply for a student loan from Student Finance. Please see our Tuition Fees page for more information.

OTHER COSTS

You may find it beneficial to invest in additional equipment and/or study resources to support your learning. Additionally, there may be the option of attending events outside of Futureworks which would further enhance your studies. Example costs are:

- Pens, pencils and notebooks: around £50
- Adobe Creative Suite license: £16 per month
- Animation paper: £35
- Richard Williams' Animators Survival Kit: £30

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We provide PCs to work on onsite, with Cintiqs, Wacom tablets, digital camera capture stations and lightboxes; all of which can be signed out from facilities. We have onsite licenses for Toonboom Storyboard Pro, Adobe Creative Cloud and TV Paint that means students can use them at Riverside.

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