**Incoming student mobility**

**UNIOS University Unit: The Academy of Arts and Culture in Osijek**

**COURSES OFFERED IN FOREIGN LANGUAGE**

**FOR ERASMUS+ INDIVIDUAL INCOMING STUDENTS**

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| Department or Chair within the UNIOS Unit | Department of Visual and Media Arts |

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| Study program | Graduate University Study of Illustration |

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| Study level | Graduate (Master) |

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| Course title | Animation Basics II |
| Course code (if any) | IMA 521 |
| Language of instruction | Croatian / English |
| Brief course description | Students will learn contemporary 3D animation basics by going through the process of rigging, and animating a 3D character while improving the skill of implementing fundamental animation principles. Students will learn how to define and use basic digital 3D software tools for making their own animations, and get basic understanding of the contemporary 3D animated film production process. Also, students will learn how to conceptualize their own ideas in the form of short animated film, evaluate and present their work. |
| Form of teaching | Lectures/practicum exercises (2:2 hours) |
| Form of assessment | Practical work, student pro-activity, continuous knowledge assessment, class attendance |
| Number of ECTS | 3 |
| Class hours per week | 4 |
| Minimum number of students | 5 |
| Period of realization | summer semester |
| Lecturer | Nikola Kovač, art. associate |