

COURSE CONTENT

Course Code	DT2017
Course Title	Writing for Animation
Pre-requisites	NIL
No of AUs	3
Contact Hours	39 hours studio contact

Course Aims

This foundation level course will introduce you to processes of writing concepts and screenplays for animation, which you will then apply in the creation of an original narrative for a specific form of animation. This learning forms the foundation for further studies in creating concepts and screenplays for animation.

Intended Learning Outcomes (ILO)

By the end of the course, you should be able to:

1. Discuss techniques used to convey a narrative in animation.
2. Demonstrate fundamental techniques required to create screenplays or concepts with a specific focus on animation.
3. Create a short original sequential narrative suited for animation.
4. Rationalise design decisions for story, character, plot, and overall narrative structure.
5. Evaluate and constructively critique your own and your peers' animation narrative designs.

Course Content

Writing pictures

Overview of the key elements that build narratives.

Introduction to the principles of linear and non-linear storytelling and their implementation in the different media. Differences and similarities explored between animation and other time-based media.

Different formats

An investigation of the different formats for animation. Short movies, feature movies, series, advertisements and online formats.

Building narratives

An exploration of strategies to construct a variety of narratives in and through animation. You will learn how to apply basic concepts of communicating a story.

Beyond traditional narrativity

An introduction into newly emerging and rapidly evolving story-formats that deviate from traditional forms in structure and format: Interactive storytelling, immersive environments (dome and VR), augmented reality. This will be a basic introduction that familiarizes you with the terms and helps you understand the different requirements for conceiving narratives.

Class assignments

Four creative projects, which explore the creation of narratives for animated storytelling –

including concept, dramaturgy, character-development.