

CREATIVE  
ARTS  
BUSINESS  
TECHNOLOGY

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Course Information

# Animation MA

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# MA Animation

The course is designed to develop the ability to structure and extend the study of animation at an advanced level. It encourages creativity and individuality through a broad definition of animation, which includes any technique that is created 'frame by frame'. We respect all well-established traditional approaches to animation whilst fully integrating all of the digital techniques and standards of a rapidly evolving industry.

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 further postgraduate study.

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


Equality, diversity and inclusion are fundamental to our commitment to the extraordinary creativity of our staff and students. In the UK the standards we are required to adhere to are embodied in the 2010 Equality Act. Equally importantly is how these standards are evidenced through the values and behaviours of the University and the individuals of which it is comprised. As well as compliance with these standards we should in my opinion all be exemplars and role models. In terms of everyday actions, this means we should treat others with respect and dignity, and value their contributions because of, and not despite, our differences. The Vice-Chancellor is personally committed to diversity and in this regard the University has the highest expectations of every employee and student alike.

 **Awarded by**  
UCA


 **Taught by**  
UCA

 **Location**  
Farnham

 **Language**  
English

 **Duration**  
Full time – over 1 year

 **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 [Master's Degree Characteristics Statement](#)

For further information about how the course is quality assured see UCA's Quality Assurance Handbook

# Highlights

Building on the long established and internationally renowned BA Animation degree at UCA Farnham, the MA Animation course aims to support the advanced critical study and practice of animation. It will focus on the production of a body of work which is both creative and critical.

The course will support students wishing to advance their practical skills and knowledge and encourage critical and reflective approaches to animation practice and research. It will enable students to advance and deepen knowledge and understanding through sustained study of meaning, making and mediation within the subject and context of animation.

The outcome of the course will be an advanced single piece of practice based research work which explores narrative strategies in animation and is supported by a reflective critical text.

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.

## 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:

- Unit leader for each unit
- 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.

## Our Commitment

University for the Creative Arts (UCA) is committed to sustainable development and reducing the environmental impact of activities through our teaching, research and day to day operations. Our courses align to Education for Sustainable Development as defined by UNESCO (2019): 'Education for Sustainable Development empowers learners to take informed decisions and responsible actions for environmental integrity, economic viability and a just society, for present and future generations, while respecting cultural diversity. It is about lifelong learning, and is an integral part of quality education. ESD is holistic and transformational education which addresses learning content and outcomes, pedagogy and the learning environment. It achieves its purpose by transforming society.' Equality, diversity and inclusion are fundamental to our commitment to the extraordinary creativity of our staff and students. In the UK the standards we are required to adhere to are embodied in the 2010 Equality Act. Equally importantly is how these standards are evidenced through the values and behaviours of the University and the individuals of which it is comprised. As well as compliance with these standards we should in my opinion all be exemplars and role models. In terms of everyday actions, this means we should treat others with respect and dignity, and value their contributions because of, and not despite, our differences. The Vice-Chancellor is personally committed to diversity and in this regard the University has the highest expectations of every employee and student alike.

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## 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 [www.farnhamanimation.com/page/staff/](http://www.farnhamanimation.com/page/staff/)

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## What will learning look like?

The Animation MA combines both structured teaching and independent study. Courses are designed to give you the maximum responsibility for the management of your own learning.

Lectures are used for the presentation and discussion of theoretical issues and are supported by seminars which allow you to discuss and examine the issues raised. Seminars and individual tutorials are also used to support the delivery of practice.

You will undertake a number of projects, which combine both guided learning and independent study. The Animation MA will require you to write a treatment of your project proposal with focus on your particular interests and aspirations.

Self-managed independent study forms an essential part of the course. This includes work on projects and supplementary research such as screenings, festivals, and conferences. MyUCA also provides an extensive online resource of teaching materials and video tutorials.

You will also have the chance to attend presentations by artists, critics, industry professionals and academics from other institutions which are open to all students at UCA.

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

Upon successful completion of the course students will have:

## Knowledge of:

- **LO1** the contemporary debates and theoretical ideas within animation and film.
- **LO2** appropriate research skills and methods used to plan and implement a self-directed piece of practice based work.

## Understanding of:

- **LO3** the practical and professional contexts in relation to your work
- **LO4** of the inter-relationship of theory and practice in broadening your own practice

## Application of:

- **LO5** articulate ideas, concepts and creative processes in the production of a self-directed piece of practice based work
- **LO5** specialist skills and competencies in your chosen field of specialism within animation and the wider creative arts industries

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## Our approach to employability is to:

The course has excellent links with the animation industry through its BA Animation alumni, our engagement with international festivals, the course team, and the British Animation Awards.

By the end of the course, you should be able to showcase 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.

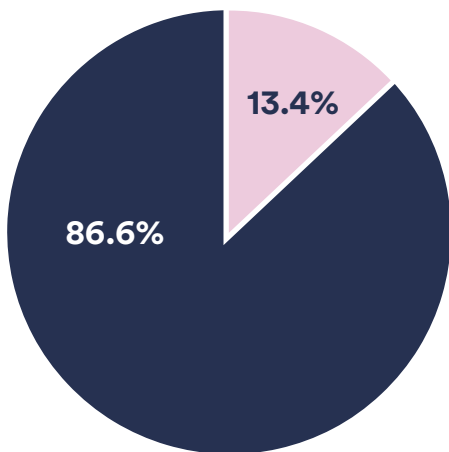
A distinctive feature of the course though is the focus on 'soft skills'. Animation studios and productions only succeed through good communication and effective collaboration. Therefore, our every interaction with you is an opportunity to engage skills that will impact directly on their employability.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

**MA ANIMATION**  
**Academic Year 2022/23**

		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	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45
<b>ENROLMENT AND INDUCTION WEEK</b>	Launch	<b>FANI7013 Research and Critical Approaches: Animation</b> [30 credits] [15 weeks]															<b>FANI7010 Animation Production</b> [60 credits] [15 weeks]															<b>FANI7011 Project Delivery and Professional Context: Animation</b> [60 credits] [15 weeks]														
		<b>FANI7009 Skills and Development: Animation Practice</b> [30 credits] [15 weeks]																																												

Overall methods of assessment	Written exams	Practical exams	Coursework
Level 7	0%	0%	100%

## Study hours



Structured
  Independent
  Placement or Live Professional Activity

# 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
- Tweezers



# 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](http://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

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## 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.

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This course has been designed in line with national standards and reference points, including the [Higher Education Credit Framework for England](#) and the [subject benchmark statement Master's Degrees in Business and Management](#)

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