

Illustration Animation Programme will introduce you to multiple digital, artistic, and creative experiences that will enable you to develop your skills across a range of digital art technologies, to combine illustration with animation and develop your visual communication capability in relation to regional, national, and international cultures and practices. Our BA (Hons) Illustration Animation programme aims to create high quality graduates who have a strong focus on solving real-world problems with adaptability and maturity, and who have a solid foundation of knowledge and the technical capability to be able to immediately contribute to the development of the local and international community by excelling in your careers.

Module Title	Code	Credits	Summary
Classic Narrative Film Development: Film one	ADGMA064 (HE Level 4)	20	This module focuses on visual storytelling and narrative filmmaking for animation to develop your ideas into fully realized narrative film proposals. It will include exploring professional animation techniques such as character design, storyboarding, film language, animatics and learning how to build our ideas into fully animated films. In addition, it will include practical exercises by focusing on your ability to produce artwork that communicates ideas successfully, proceeding to the development of animation and narrative skills and eventually a collaborative film project. The theoretical part will be reflected in the design and narrative theory. As a result, you will be expected to show evidence that you have integrated theory and practice.
Experimental Film Development: Film Two	ADGMA074 (HE Level 4)	20	This module aims to extend your animation toolkit with digital skills and produce a complete short film proposal that combines traditional and digital production techniques. It will include theories to enable you to make informed and creative decisions to develop your film and practical workshops which will help you to fully realize your creative ideas.
Production/Collaboration	ADGMA084 (HE Level 4)	40	This module allows you to select one project to explore in-depth, with choices reflecting your interests and skill set. Normally the work concerns the production of one major piece of work (theoretical or practical in nature), supported by relevant contextual studies. You work with the selected media, by also applying your prior skills and experience from your practice.
The Animatics Bootcamp: Theory of Practice One	ADGMA094 (HE Level 4)	20	This module will include practical work which is supported by an introduction to the principles of film theory. This module is divided into three parts: the directed exercises, theoretical studies, and presentation. It will provide you with the required skills which will support them in further study and practice in animation, irrespective of technological context. This practical work is supported by an introduction to the principles of film theory.
Pioneers of Animation Bootcamp: Theory of Practice Two	ADGMA104 (HE Level 4)	20	This module gives you the opportunity to produce animation clips by using a variety of production techniques to allow you to form an

			opinion of the relative merits of a variety of animation methods. It includes a scope for experimentation and the development of an individual approach. The integrated theory component of this module develops your critical thinking alongside your journey of discovery. This module will enable you to self-evaluate your performance which will help you to understand your work with increased clarity.
Interpretation and Adaptation for Animation	ADGMA115 (HE Level 5)	20	This module focuses on film-making development, enabling you to discover your creative methodology for making a film. You will embark on several short projects which will provide at first hand an appreciation of film craft; with particular emphasis on the relationship between text and image, and the relationship between audio and visual in animation production. Also, throughout the module you will undertake a series of supporting workshops.
Documentary Film Development	ADGMA125 (HE Level 5)	20	The module aims to increase the opportunity for you to engage more deeply and practically with the specific form of Documentary Animation. It allows you to undertake the research, development, planning, and pitching of a Short Documentary Animation film and to consolidate your understanding and experience of being a reflective practitioner.
Digital Aesthetics (CGI 1)	ADGMA135 (HE Level 5)	20	This module focuses on digital production with a range of practical drawing exercises to produce development work and to emphasis on final digital production. The theoretical part of this module will enable you to make informed and creative decisions to develop your digital animation projects. The module includes practical workshops which will help you to fully bring about your creative ideas.
Digital Pathways (CGI 2)	ADGMA145 (HE Level 5)	20	This module aims to develop your digital animation skills in a specific area of interest. It helps you to understand your interests and how they fit into the wider world (both industrial and academic), which is vital to your personal and professional development. Moreover, this module supports you to pursue an individual specialism that is creative and socially, environmentally, ethically informed. The typical paths for research include 2D animation, 3D character animation, and interactive animation.
GMA Graduation Project Prototype	ADGMA186 (HE Level 6)	20	The module gives you the opportunity to define, research, plan and propose a complete production cycle for a 90 second animation film, from concept to public screening. The film must be aimed at an adult audience, designed to a high standard, suitable for Festival exhibition. It strongly emphasis self-directing processes and developing your individual creative approach to animation filmmaking. You are expected to expand your aesthetic range, make imaginative

			use of the tools which you have acquired in earlier modules.
GMA Graduation Project	ADGMA196 (HE Level 6)	40	The module aims to develop a short-animated production. It gives you the opportunity to complete a self-negotiated and substantial animation production, working either individually or as part of a team. This work is further supported by theoretical investigation and objective self-assessment. You will be helped by your academic research including case studies of relevant supporting influences and themes and frequent tutorial support and peer reviews. The animation production is self-defined, through a process of negotiation with tutors and peers, and the resulting material outcome is intended to act as evidence in support of an application for employment, professional project commissions or further study.
Organic Modelling & Animation	ADGMA206 (HE Level 6)	20	In this module, you will embark on an essential game art task: creating an animated story. You will learn advanced character modelling techniques and get to grips with the animation pipeline. The module aims to develop traditional drawing skills which are an essential requirement for game artists. Also, this module will enable to model almost any form imaginable with the 3D toolsets. This module will provide you with the techniques required to solve complex modeling challenges in 3D application.
GMA Dissertation	ADGMP176 (HE Level 6)	40	This module enables you to identify a potential area of interest for the dissertation, synthesis the various kinds of theory and conduct a literature review in your area of interest. This literature review will provide you with the necessary knowledge required to expand your dissertation ideas and prepare for your dissertation proposal.