Syllabus
Course description

Course title	Methods and techniques of representation 2
Course code	97066
Scientific sector	ICAR/17
Degree	Bachelor in Design and Art (L-4)
Semester	Winter semester 2018/19
Year	2nd, 3rd
Credits	5
Modular	No

Teaching language	English
Total lecturing hours	60 h (lecture), 40 h (individual discussion)
Total hours of self-study and / or other individual educational activities	100 h
Attendance	not compulsory but strongly recommended
Prerequisites	-

Course description and specific educational objectives	*The course belongs to the class "caratterizzante" in the curriculum in Art.*
	Course description:
	This course focusses on drawing as an essential technique to conceptualize, communicate and express an artistic idea. It builds on a previous one-year-course where students were introduced to the basics of drawing: idea, proportion, composition, perspective. This course provides students with techniques to develop their drawing skills and to reach a deeper understanding of the act of drawing. It aims to sharpen observational skills and strengthen individual artistic vocabularies.
	One of the key features of this module is the focus on narrative connections: Through the use of a variety of drawing techniques, students will be encouraged to visualize single observations within a larger context.
	The course is open to students of all academic years. Didactic materials take into account the trilingual context of the faculty.
	Educational objectives:

	Using freehand-drawings we will produce a number of animated short films in the form of loop-sequences whose content we will manipulate with a number of interferences. In addition to storyboard and animatics, we will produce a separate audio-track to be played as a counterpoint to the imagery. Starting from real observations penciled on paper, as well as experimental drawings, right up to sequences drawn for an image in movement, we will produce animatics. These storyboard-like sketches form the basics for the production of an animated short film. While working on the clips, vines and animated Gifs, we will particularly focus on stereotyped actions, personal experiences and movement patterns which repeat themselves in endless loops. *Required working materials:* Various drawing materials, pencils, charcoals, erasers, various drawing papers. Digital camera. Further equipment will be listed during the course.

Lecturer	Peter Senoner Office F3.04, e-mail Peter.Senoner@unibz.it Tel. +39 0471 0152 88, webpage https://www.unibz.it/en/faculties/design-art/academic-staff/person/38344-peter-senoner
Teaching language	English
Office hours	Please see the timetable online: https://www.unibz.it/en/timetable/
List of topics covered	Contemporary Drawing/Sequence Drawing, Creation of a storyboard and preproductional Animatics, Production of an Animated Short Film based on freehand-drawings, Audio Track and sound-generating, Editing, Presentation.
Teaching format	Active lecturing and Team-based exercises, Open group and one to one discussions, Atelier-situation based working process.

Expected learning outcomes	*Knowledge and understanding:*

By the end of the course students should be able to outline an artistic idea and demonstrate its inherent time sequence in the form of a logical, narrative story line.

Applying knowledge and understanding:
Analogue drawings will be processed digitally. The single image will be transformed into a moving image clip. The course aims to strengthen the students' capacity to switch effortlessly between digital and analogue media and benefit from their respective diversity.

Making judgements:
By the end of the course students should be able to critically and constructively assess their own work within a larger and objective context.

Communication skills:
The aim of the course is to provide students with the verbal skills to effectively describe and outline their visually conceived projects.

Learning skills:
The course aims to encourage the use of drawing in general, and animated short films in particular, as useful tools to explore and develop an artistic idea.

Assessment	The following requested works have to be presented by the students at the end of the course: 01:00″ min animated short film, freehand-drawn video track, rate 15 FPS/FramesPerSecond. 900 Sequence drawings based on freehand-drawing mode 15 Animatics/rough sketches of the sequences. 01 Elaborated and detailed storyboard. 01 Audio track. All preparational sketches and drafts. Further details at the beginning of the course.
Assessment language	The same as the teaching language.
Evaluation criteria and criteria for awarding marks	Individual approach and development of a distinctive visual language. Clarity in the articulation of an independent artistic idea. Clarity of the storyboards. Usage of the medium of drawing as an essential tool. Conceptual and technical precision. Focussed working practice. Mastering of the techniques of analogue drawing and the use of digital film editing tools. Openness for further developments during the production process. Presentation of project-related research.

Required readings	Zeichnen zur Zeit, Kunstforum International Bd 196, 2009 Hrsgb. Reinhard Ermen Eadweard Muybridge, The Human and Animal Locomotion Photographs, Taschen Publishers, 2010
Supplementary readings	Further readings will be listed during the lecture.