

Animation Program

Introduction

Students are provided with unique capabilities of information technology can support the scientific development of designer of Visual Communication: Print Media, Web Design and Multimedia.

Students can apply the knowledge they have, such as layout, composition, photography, illustration, typography and audio-visual into print and dynamic interactive media.

Vision

A world-class Visual Communication Design Department, delivering world class designers with distinctive local values and information technology capabilities.

Mission

The mission of Visual Communication Design Department is to contribute to the global community through the provision of world-class education by :

1. Educating visual communicators who highly exemplify the creative spirit and a commitment to professional attitudes in the fields of new media, animation and creative advertising.
2. Preparing students for strategic positions in service industries with a strong sense of ethics and entrepreneurship and who can make a contribution to society.
3. Improving the quality of life of Indonesians and the international community through good design.
4. Recognizing and rewarding the most creative and value-adding talents.
5. Designing creative products and conducting professional services in visual communication design with an emphasis on application of knowledge to the society.

Program Objective

The objective of the program is :

To produce graduates who are capable of producing animation portfolios that vividly demonstrate workmanship, creativity, conceptual insights, and attitudes of a professional design standard.

Graduates Competency

At the end of the program, graduates will be able to :

1. Explain the basic principles, know-how, technology and history of visual art / design.
2. Apply a basic and fundamental knowledge of art / design in practice.
3. Analyze aesthetic, technical, historical and cultural aspects of visual art / design.
4. Explain current inter-disciplinary design principles and technology available to animation design and animation production.
5. Apply current design and technological knowledge to solve animation design problems in industry area.
6. Analyze and show the functionality of animation design in business model area.

Prospective Career of the Graduate

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|------------------------|-------------------------------|
| 1. Television | 6. Visual FX (effects) Artist |
| 2. Film | 7. Motion Graphic |
| 3. Games | 8. Visualizer |
| 4. Animator Freelancer | 9. Production House |
| 5. 3D Artist | |

Course Structure

Sem	Code	Course Name	SKS	Total
1	CB412	CB: Self Development	2	20
	U1492	Western Art Review	2	
	U0724	Color Theory	4	
	U0754	Design and Materials	4	
	U1503	Eastern Art Review	3	
	U1163	Drawing I	3	
	G1372	English Entrant	2	
2	CB422	CB: Spiritual Development	2	20
	U0793	Typography I	3	
	U1173	Drawing II	3	
	U1233	Graphic Computer I	3	
	U1184	Visual Communication Design I	4	
	U1143	Photography I	3	
	G1382	English in Focus	2	
3	G1392	English Savvy	2	24
	U0152	Audio Visual I	2	
	U1354	Typography II	4	
	U1153	Photography II	3	
	U1284	Shape & Character Design	4	
	U0916	Visual Communication Design II	6	
	U1243	Graphic Computer II	3	
4	CB432	CB: Interpersonal Development	2	24
	U0012	Esthetics	2	
	EN001	Entrepreneurship I	2	
	U0784	Audio Visual II	4	
	U1294	Modelling & Shading Lighting Rendering I	4	
	U1314	Screenplay of Animation	4	
	U0926	Visual Communication Design III	6	
5	CB442	CB: Professional Development	2	23
	U1423	Visual Communication Design Reviews	3	
	U1304	Modelling & Shading Lighting Rendering II	4	
	U0974	Digital Compositing I	4	
	U0994	Cinematography for Animation	4	
	U1666	Visual Communication Design IV*	6	

Sem	Code	Course Name	SKS	Total
6	U0984	Digital Compositing II	4	21
	EN002	Entrepreneurship II	2	
	U1643	Technology of Computer Animation	3	
	U0946	Visual Communication Design V	6	
	U1653	Design Methods	3	
	U1513	Guest Lecturer	3	
7	U1716	Internship*	6	6
8	U1578	Final Project	8	8
	Elective Courses			
	G1402	English for Business Presentation	2	
	G1412	English for Written Business Communication	2	
			TOTAL CREDIT 146	

*) Entrepreneurship Embedded

The Table of Prerequisite for Animation Program

Subject		Credits	Prerequisites		Credits
U1716	Internship	6	U1304	Modelling & Shading Lighting Rendering II	4
U1578	Final Project	8	U1184	Visual Communication Design I	4
			U0916	Visual Communication Design II	6
			U0926	Visual Communication Design III	6
			U1666	Visual Communication Design IV	6
			U0946	Visual Communication Design V	6

Students should pass Visual Communication Design I-V with a minimum Grade is C

Student should pass all of these quality controlled examinations as listed below:

No	Code	Course Name	Minimum Grade
1	CB412	CB: Self Development	B
2	EN002	Entrepreneurship II	C
3	U1354	Typography II	C
4	U1243	Graphic Computer II	C
5	U1184	Visual Communication Design I*	C
6	U1653	Design Methods	C
7	U1666	Visual Communication Design IV*	C
8	U0946	Visual Communication Design V*	C

*) Tutorial & Multipaper