

Animation Program

Introduction

In this specialization, students are equipped with the knowledge and skills to solve the problem relating to creativity, aesthetics visual arts, technology and business model to support the 3D computer graph. Students are equipped with the knowledge and skills of up to date development of 3D animation computer graph technology to answer the requirement of creative industry both national and international.

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 current inter-disciplinary design principles and technology available to animation design and animation production.
2. Apply current design and technological knowledge to solve animation design problems in industry area.
3. Analyze and show the functionality of animation design in business model area.

Prospective Career of the Graduate

- | | |
|------------------------|-------------------------------|
| 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	CHAR6013	Character Building: Pancasila	2	20	
	DSGN6165	Western Art Review	2		
	DSGN6098	Color Theory	4		
	DSGN6101	Design and Materials	4		
	DSGN6166	Eastern Art Review	3		
	DSGN7138	Drawing I	3		
	English University Courses I				
	ENGL6128	English in Focus	2		
	ENGL6130	English for Business Presentation	2		
2	CHAR6014	Character Building: Kewarganegaraan	2	20	
	DSGN6331	Typography	3		
	DSGN7139	Drawing II	3		
	DSGN6328	Computer Graphic I	3		
	DSGN6140	Visual Communication Design I	4		
	DSGN6136	Photography I	3		
	English University Courses II				
	ENGL6129	English Savvy	2		
	ENGL6131	English for Written Business Communication	2		

Sem	Code	Course Name	SKS	Total
3	CHAR6015	Character Building: Agama	2	24
	ENTR6003	Entrepreneurship I	2	
	FILM6035	Visual Workshop	3	
	DSGN6137	Photography II	3	
	DSGN7115	Visual Communication Design II	6	
	DSGN6329	Computer Graphic II	3	
	DSGN6234	Visual Communication Design Reviews	2	
	DSGN6330	Illustration Design	3	
4	MDIA6020	Digital Compositing I	4	23
	DSGN6150	Modelling & Shading Lighting Rendering I	4	
	FILM7037	Screenplay of Animation	3	
	DSGN6283	Animation Production Study	6	
	DSGN6237	Character Design*	4	
	ARTS6015	Aesthetics	2	
5	ENTR6004	Entrepreneurship II	2	21
	DSGN6180	Design Methods	3	
	DSGN6151	Modelling & Shading Lighting Rendering II	4	
	MDIA6022	Digital Compositing II	3	
	FILM6039	Cinematography for Animation	3	
	DSGN7284	Visual Communication Design III*	6	
6	Enrichment Program I		16	16
7	Enrichment Program II		16	16
8	DSGN6255	Final Project	6	6
			Total Credits 146 SCU	

*) *Entrepreneurship Embedded*

English University Courses:

-) For 1st Semester : *English University Courses I*, student with score Binus University English Proficiency Test less than 500 will take *English in Focus*, and student with score test greater than or equal to 500 will take *English for Business Presentation*
-) For 2nd Semester: *English University Courses II*, student with score Binus University English Proficiency Test less than 500 will take *English Savvy*, and student with score test greater than or equal to 500 will take *English for Written Business Communication*

Enrichment Program I (6th Semester) & Enrichment Program II (7th Semester):

-) *Student will take one of enrichment program tracks (off campus).*

Enrichment Track Scheme

Track	Semester 6						Semester 7					
	I	RS	ENTR	CD	SA	*etc	I	RS	ENTR	CD	SA	*etc
1	v						v					
2	v							v				
3	v								v			
4	v									v		
5	v										v	

Notes:

- I : Internship
- RS : Research
- ENTR : Entrepreneurship
- CD : Community Development
- SA : Study Abroad
- *etc : Departement specific needs

Notes:

Student can choose one of the available tracks

Enrichment Internship Track

Code	Course Name	SCU	Total
Enrichment Program I			
DSGN6253	Production and Post in Industry	8	16
DSGN6254	Production and Post Experience in Visual Communication Design Industry	4	
DSGN6256	EES in Production and Post Experience	4	
Enrichment Program II			
DSGN6257	Pre and Production in Industry	8	16
DSGN6258	Pre and Production Experience in Visual Communication Design Industry	4	
DSGN6260	EES in Pre and Production Experience	4	

Enrichment Entrepreneurship Track

Code	Course Name	SCU	Total
ENTR6062	Business Start Up	8	16
ENTR6143	Business Model & Validation for Design and Creative Business	2	
ENTR6144	Launching New Creative Business Venture	2	
ENTR6068	EES in New Business	4	

Enrichment Research Track

Code	Course Name	SCU	Total
RSCH6037	Research Experience	8	16
RSCH6109	Scientific Writing in Visual Communication Design Research	4	
RSCH6039	Global EES	4	

Enrichment Community Development Track

Code	Course Name	SCU	Total
CMDV6001	Community Outreach Project Implementation	8	16
CMDV6038	Visual Communication Project Design in Community Outreach	4	
CMDV6003	Employability and Entrepreneurial Skills	4	

Enrichment Study Abroad Track*

Course Name	SCU	Total
GLOB6005	Elective Course for Study Abroad 1	16
GLOB6006	Elective Course for Study Abroad 2	
GLOB6007	Elective Course for Study Abroad 3	
GLOB6008	Elective Course for Study Abroad 4	
GLOB6009	Elective Course for Study Abroad 5	
GLOB6010	Elective Course for Study Abroad 6	
GLOB6011	Elective Course for Study Abroad 7	
GLOB6012	Elective Course for Study Abroad 8	
GLOB6013	Elective Course for Study Abroad 9	
GLOB6014	Elective Course for Study Abroad 10	
GLOB6015	Elective Course for Study Abroad 11	
GLOB6016	Elective Course for Study Abroad 12	

*)Transferred courses will be transferred based on credit transfer policies on study program with total of 16 credits.

The Table of Prerequisite for Animation Program

Subject	Credits	Subject	Credits	
DSGN6255	6	Final Project		
		DSGN6140	Visual Communication Design I	4
		DSGN7115	Visual Communication Design II	6
		DSGN7284	Visual Communication Design III	6
		DSGN6283	Animation Production Study	6

Students should pass Visual Communication Design I, II, III, and Animation Production study with a minimum Grade is C

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

No	Code	Course Code	Minimum Grade
1	CHAR6013	Character Building: Pancasila	B
2	ENTR6004	Entrepreneurship II	C
3	DSGN6101	Design and Materials*	C
4	DSGN7138	Drawing I	C
5	DSGN6140	Visual Communication Design I*	C
6	DSGN6180	Design Methods	C
7	DSGN6237	Character Design*	C
8	DSGN7284	Visual Communication Design III	C

*) Tutorial & Multipaper