



Course guide

804355 - AISM - Animation and Stop Motion

Last modified: 22/06/2023

Unit in charge: Image Processing and Multimedia Technology Centre
Teaching unit: 804 - CITM - Image Processing and Multimedia Technology Centre.

Degree: BACHELOR'S DEGREE IN MULTIMEDIA STUDIES (Syllabus 2009). (Optional subject).
BACHELOR'S DEGREE IN VIDEO GAME DESIGN AND DEVELOPMENT (Syllabus 2014). (Optional subject).
BACHELOR'S DEGREE IN DESIGN, ANIMATION AND DIGITAL ART (Syllabus 2017). (Optional subject).

Academic year: 2023 **ECTS Credits:** 6.0 **Languages:** Catalan, Spanish

LECTURER

Coordinating lecturer: López Caballero, Carolina

Others: Solanas, Anna
Riba, Núria

DEGREE COMPETENCES TO WHICH THE SUBJECT CONTRIBUTES

Specific:

CEM 15.3. Use image capture equipment and other technological resources, as well as computers and computer programs for editing and post-production of images.

CEM 15.7. Use concepts related to the aesthetics, description and narrative of the images to present the written or oral analyses of the images made.

CEM 6.2. Identify the process involved in producing an audiovisual or multimedia product: acquisition, editing, production, post-production.

CEM 8.2. Plan the pre-production, production and post-production phases of a 2D and 3D animated film.

CET.16. Understand and have a command of the concepts and procedures in the production methodology and project management in the multimedia field.

CET.10. Understand and have a command of the concepts and procedures for creating, modelling, and animation of 3D objects.

CEAAD 1. Analyse the history and evolution of digital art, and identify the various styles and periods of aesthetic and cultural values in society.

Transversal:

04 COE. EFFICIENT ORAL AND WRITTEN COMMUNICATION. Communicating verbally and in writing about learning outcomes, thought-building and decision-making. Taking part in debates about issues related to the own field of specialization.

07 AAT. SELF-DIRECTED LEARNING. Detecting gaps in one's knowledge and overcoming them through critical self-appraisal. Choosing the best path for broadening one's knowledge.

TEACHING METHODOLOGY

-

LEARNING OBJECTIVES OF THE SUBJECT

-



CONTENTS

title english

Description:

--

Full-or-part-time: 18h 45m

Theory classes: 7h 30m

Self study : 11h 15m

-

Description:

-

Full-or-part-time: 18h 45m

Theory classes: 7h 30m

Self study : 11h 15m

-

Description:

-

Full-or-part-time: 18h 45m

Theory classes: 7h 30m

Self study : 11h 15m

-

Description:

-

Full-or-part-time: 18h 45m

Theory classes: 7h 30m

Self study : 11h 15m

-

Description:

-

Full-or-part-time: 18h 45m

Theory classes: 7h 30m

Self study : 11h 15m



title english

Description:

-

Full-or-part-time: 18h 45m

Theory classes: 7h 30m

Self study : 11h 15m

-

Description:

-

Full-or-part-time: 18h 45m

Theory classes: 7h 30m

Self study : 11h 15m

-

Description:

-

Full-or-part-time: 18h 45m

Theory classes: 7h 30m

Self study : 11h 15m

GRADING SYSTEM

-

BIBLIOGRAPHY

Basic:

- Amid Amidi. *Cartoon Modern*. 1ª. San Francisco, California: Chronicle Books LLC, 2006. ISBN 0-8118-4731-4.
- Adrián Encinas Salamanca. *Animando lo imposible. Los orígenes de la animación stop motion (1899-1945)*. 1ª. Madrid: Diábolo ediciones, 2017. ISBN 978-84-947700-6-7.
- Philippe Moins. *Les Maîtres de la pâte*. Paris: Dreamland, 2001. ISBN 2-910027-73-2.
- Wes Anderson, Michael Specter. *The Making of Fantastic Mr. Fox*. 3ª. New York: Rizzoli, 2015. ISBN -13:978-0-8478-3354-2.
- Purves, Barry. *Stop motion*. 1ª. Barcelona: Blume, 2011. ISBN 9788480769617.
- Giles Penso. *Stop-Motion. L'animation image par image dans le cinéma fantastique*. Paris: Dreamland, 2002. ISBN 2-910027-78-3.
- Peter Lord & David Sproxton. *Aardman. An Epic Journey Taken One Frame at a Time*. 1ª. London: Simon & Schuster, 2018. ISBN 978-1-4711-6474-3 eBook 978-1-4711-6476-7.
- Maureen Furniss. *Animation: The Global History*. 1ª. London: Thames & Hudson, 2017. ISBN 978-0-500-25217-8.



RESOURCES

Audiovisual material:

- Cartoon Brew (Online magazine). <https://www.cartoonbrew.com/>- Zippy Frames (Online Magazine). <https://www.zippyframes.com/>-
Cartoon Research (Online Magazine). <https://cartoonresearch.com/>

Other resources:

Grupo de investigación en animación, UPV. Con A de Animación (revista). València: Universitat Politècnica de València, 2011-actualitat (11 números). ISSN: 2173-6049, EISSN 2173-3511
<https://conadeanimacion.upv.es/>