

| Basic data of the subject | | | |
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| Academic Unit: | Faculty of Applied Arts | | |
| Subject title: | Multimedia I | | |
| Study level: | Bachelor | | |
| Subject status: | Mandatory | | |
| Years of study: | 2 | | |
| Number of hours per week: | 3 | | |
| Value of credits - ECTS: | 6 | | |
| Lecturer of the subject: | M. A. Florit Hoxha | | |
| Contact details: | florit.hoxha@ushaf.net | | |
| Subject description: | This subject will deal with ways, techniques, working tools, application software 2D and 3D. The subject is to learn how to draw in time or called as animation, how many frames per second need to apply to create 1 second animation, Short history related to animation, animated body motion, and audio for animation purposes. | | |
| Purpose of subject: | The purpose of the subject is for the student to learn the techniques and methods of animation. | | |
| Expected learning outcomes: | <p>After the successful completion of this subject the student will be able to:</p> <ul style="list-style-type: none"> • Know the principles, tools and techniques of realization of animation, • Analyze the idea and additional data, • Understand and animate various 2D animations, • Apply animation principles and techniques. | | |
| Contribution to student workload (which should correspond to the students learning outcomes) | | | |
| Activity | Hours | Days/week | Total |
| Lectures | 2 | 15 | 30 |
| Theoretical / laboratory exercises | 2 | 15 | 30 |
| Practical work | | | |
| Contacts to the Lecturer / Consultations | 2 | 2 | 4 |
| Field exercises | | | |
| Tests, student seminars | | | |
| Home work | 2 | 15 | 30 |
| Time of self-study (in the library or home) | 4 | 15 | 60 |

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| Final preparation for the exam | | | |
| Time spent in assessment (tests, quiz, final exam) | 2 | 1 | 2 |
| Projects, presentations, etc. | | | |
| Total | | | 156 |
| Teaching methodology: | Lectures, individual work, assignments, discussions, group work. | | |
| Assessment methods: | 80% Seminary work 20% Presentation | | |
| Literature | | | |
| Basic literature: | The Animator's Survival Kit: A Manual of Methods, Principles and Formulas for Classical, Computer, Games, Stop Motion and Internet Animators Paperback – September 25, 2012 by Richard Williams | | |
| Designed plan of teaching: | | | |
| Weeks | Lecture to be held | | |
| <i>Week 1:</i> | <i>Picturing on time</i> | | |
| <i>Week 2:</i> | <i>Three ways to animate</i> | | |
| <i>Week 3:</i> | <i>Steps</i> | | |
| <i>Week 4:</i> | <i>Motions: Goes, jumps and passes</i> | | |
| <i>Week 5:</i> | <i>Flexibility</i> | | |
| <i>Week 6:</i> | <i>Weight</i> | | |
| <i>Week 7:</i> | <i>Forecast</i> | | |
| <i>Week 8:</i> | <i>Repetition</i> | | |
| <i>Week 9:</i> | <i>Emphasis</i> | | |
| <i>Week 10:</i> | <i>Time, storm, wave</i> | | |
| <i>Week 11:</i> | <i>Dialog</i> | | |
| <i>Week 12:</i> | <i>Acting</i> | | |
| <i>Week 13:</i> | <i>Animal action</i> | | |
| <i>Week 14:</i> | <i>Leadership</i> | | |
| <i>Week 15:</i> | <i>Review</i> | | |
| Academic Policies and Rules of Conduct: | | | |
| <i>Regular attendance, keeping calm and active engagement in dialogue during lectures and exercises is mandatory.</i> | | | |