

DNMADE

Animation specialisation

Field of study

2D ANIMATION

Foreword The Diplôme National des Métiers d'Arts et du Design is a 3-year, full-time course. The holder of the DNMA De Animation is a professional in the animated film and documentary sectors. The Animation specialisation offers 2 different fields of study:- 3D animated film- 2D animated film.

**2D ANIMATION
FILM field of
study**

Number of students: 15

The overall aim of this field of study is to develop students' skills as designer-authors who create visual storytelling in 2D animation and stop-motion films, with the aim of informing, learning or communicating a useful experience to an audience.

During the , students will acquire various associated skills within the discipline:

- managing a film creation process: script, storyboard, animatics, posing, set design, modelsheet, animation, compositing, etc.
- gathering and information on an identified subject
- mastering the means of representation, expressiveness and movement in animation
- the development a cultural base enabling the appropriation and critical understanding of knowledge
- the ability to display different degrees iconicity to different audiences
- script development (writing, logical structure, narrative progression, choice of point of , editing and temporality, storyboards)
- the ability to use different means expression and appropriate technological tools
- the ability to understand and interpret the needs of a professional partner
- implementing a teaching strategy to disseminate information

Career opportunities

Further study

- further in-house studies, via the DSAA DIS, which can be a logical continuation of this DNMADE in the scientific field.
- Continuing your studies externally, via animation schools: Gobelins, Emca, La Poudrière (...) and Ecoles type Beaux Arts.

Professional fields

- the field of documentary in the context of the general or specialist press, television or digital broadcasting channels, whether in the form of a magazine or publication (print or digital), or even in a cinematographic context.
- the field of mediation in different contexts, for example in museums (events or permanent), or to promote general initiative projects to raise the profile of different players (science festivals, heritage days, etc.).
- the field of information design and data-visualisation, which can be of interest both to private companies seeking to showcase different aspects of their business, and to institutions wishing to promote research programmes.
- the field of education, whether as a designer learning materials or tools to facilitate training or discovery.

FIRST YEAR (S1-S2)

Field of study 2D ANIMATION

Overview of the first year	The first year of training consists of an introduction to The course covers the fundamentals of image and animation, followed over the course of the year by a more in-depth study with a view to providing information and raising awareness of graphic communication as applied to different subjects.
Cross-disciplinary	Cross-disciplinarity between courses and with other fields of study (such as Images and Storytelling, on a one-off or weekly basis, is envisaged to mix and mingle students' skills and know-how.
Observation work placement will involve	The active observation period of 1 to 2 weeks design a visual report incorporating sketchbook practice or video editing.
Workshops and partnerships subjects	Workshops are held throughout the year on a range of specific projects supervised by professionals or within a professional framework. Partnerships are offered throughout year to provide students with hands-on experience of commissions.
Positioning interviews	At the end of each semester, students take part in an oral exam and present their work in order to discuss their progress in the course.
Assessment	The first semester focuses on advanced drawing practice to acquire the fundamentals of graphic and plastic expression, writing skills, written expression and a common language level, as well as getting to grips with animation software, the study of movement and associated disciplines such as storyboards and model sheets within the creative studio. Work methodology is also covered.
Semester 1 / Fundamentals	Integration workshop / Over a two-week period, the student will work on a theme defined in the various disciplines of the course and develop a short film as a group.
Semester 2 / deepening know-how, reinforcement of the project	Semester 2 looks more specifically at the issues involved in creating a documentary project in the form of a film. The various skills are invested in the projects and give meaning to the whole. Students become more autonomous in their working methods.

specialisation ANIMATION

field of study 2D ANIMATED FILM

teaching field UNIT 1 / UNIT 5 GENERIC LESSONS**teaching component EC 1.1 / EC 5.1 HUMANITIES - PHILOSOPHY**

teaching objectives

By reflecting on the notion image, the course in philosophy seeks to introduce a critical questioning of the status of the practice of image production today.

targeted skills

Written and oral expression, theoretical culture, critical thinking, argumentation.

**training methods
(teaching methods and
resources used)
assessment**

Texts on philosophy and the humanities, artistic references (ancient and contemporary).

Image , reflective essay.

specialisation ANIMATION

field of study 2D ANIMATED FILM

teaching field UNIT 1 / UNIT 5 GENERIC LESSONS**teaching component EC 1.1 / EC 5.1 HUMANITIES**

teaching objectives

- Understand and experiment with the concepts of genres, registers and literary and cultural trends
- Analysing and understanding the codes, issues and structure of storytelling and screenplays
- Reinvesting and mastering storytelling techniques: towards scriptwriting
- Analyse and understand the major stages in the history of cinema, the creative process and the issues involved
- Understand the mechanisms of film analysis
- Harmonise written and oral expression: writing workshops, presentations, etc.

target skills

- Acquire knowledge and a common foundation literary and cultural culture
- Acquire knowledge and skills in literary and screenwriting
- Acquire knowledge about the creation of diegetic universes: from research to writing
- Expressing yourself: communicating and arguing a project
- Master the methods of analysis, reflection, documented research and the use a specific vocabulary

**training methods
(teaching methods and
resources used)**

- From conceptualisation of a creative universe and documentation to writing and presentation
- Scriptwriting for workshop
- Participation in visits to cultural and heritage sites and cultural outings
- autonomy in documentary research
- Screening of essential cinematographic works
- A commented field of study in the history of cinema

assessment methods

Continuous assessment

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field of study 2D ANIMATED FILM

teaching field UNIT 1 / UNIT 5 GENERIC LESSONS**teaching component** **EC 1.2 / EC 5.2 ARTS, DESIGN AND CULTURE
TECHNIQUES**

teaching objectives

- analyse a work using appropriate vocabulary.
 - learn about the history of art.
 - relate a work to its artistic, social and historical context.
 - prioritise ideas and make arguments (written and oral)
 - develop an awareness of the history of art and contemporary creation, and keep abreast of current events.
 - put works different periods into perspective.
- to raise issues based on the works analysed and the exhibitions visited.

target skills

- analyse a work using specific, precise vocabulary. - summarise an exhibition.
- identify one or more issues (work, theme, exhibition).
- know the chronological references specific to the history of art, design and technology.

**training methods
(teaching methods and
resources used)**

- note-taking in lectures - analysis of works of art
- reports on visits to exhibitions and museums (exhibition notebook)

assessment

Continuous assessment

specialisation ANIMATION

field of study 2D ANIMATED FILM

teaching field UNIT 2 / UNIT 6 CROSS-DISCIPLINARY TEACHING

teaching component **EC 2.1 / EC 6.1 TOOLS FOR EXPRESSION AND**
COMMUNICATION **CREATIVE EXPLORATION**

teaching objectives

- attention, sensitive observation of the visible, shapes and colours
- build up an intensive practice drawing and graphic and plastic expression
- experiment with a variety of tools and media to discover their specific qualities.
- visual storytelling work

target skills

- Adopt various means plastic and graphic expression.
- To develop a personal approach and style that will enable them to respond to a commission or to develop a visual project independently or as part of a team.

training methods
(teaching methods and
resources used)

- Observing and graphically translating a space, representing objects and figures from different angles. Identifying the directions of proportions, placing light and shade values.
- learning the various representation codes perspective representation of objects and figures from different angles. identifying the directions of proportions, placing the values of light and shadow.
- Observation and analysis of colour. Awareness and understanding of chromatic contrasts. Develop images that gradually bring into play simple, then more complex, colour relationships.
- interdisciplinary dialogue and collaboration to exploit productions developed in plastic arts practice in the field 3D animation creation.
- Drawing and photographic work on the notions of visual field, framing and point of view, based on volumetric models.

assessment procedures

- continuous assessment
- Students are assessed individually. An interview with the student is held at the end of each semester to review progress.

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teaching field UNIT 2 / UNIT 6 CROSS-DISCIPLINARY TEACHING**teaching component** EC 2.2 / EC 6.2 TECHNOLOGIES AND MATERIALS

teaching objectives

- Discover the expressive and structural possibilities of materials used in the field of graphic design / animation
- Develop a reasoned creative approach through representations in volume
- Familiarise yourself with analogue and digital manufacturing technologies

target skills

- Experimenting with notions of matter, texture and light
- Moving from a codified two-dimensional representation to a three-dimensional representation
- Designing and building scale models to synthetically represent a space or a product
- Acquire the basics in handling digital fabrication tools (3D modelling and printing, vector drawing and laser cutting, etc.).

**training methods
(teaching methods and
resources used)**

- In the form of workshop promoting manipulation
- Cross-disciplinary group projects in conjunction with other disciplines.
- The courses based on demonstrations and the pooling of student experiments.

assessment methods

Continuous assessment
Several assessments during the semester. Graphic application, mock-up, oral presentation

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teaching field UNIT 2 / UNIT 6 CROSS-DISCIPLINARY TEACHING

teaching component **EC 2.2 / EC 6.2 TECHNOLOGY AND MATERIALS / LAB SOUND**

teaching objectives

- Sound image writing.
From sound recording to editing, getting to grips with the technical side of things and looking at the aesthetics.

target skills

- Mastering the techniques involved in the production of sound applied to images: sound recording, editing, dubbing, mixing. Recording and producing sound effects for a film.
- To develop an awareness of sound dramaturgy and the use of sound to create a film that takes account of perceptual constraints.

**training methods
(teaching methods and
resources used)**
S1

- Theoretical introduction 1/2 (auditory/sensitive perception - signal processing - digital/analogue techniques)
- handling digital and analogue sound equipment: microphone/sound card/sound console/speakers/direct to recorder
- group listening, with critical analysis of music and soundtracks: deciphering instruments, recording and mixing characteristics, etc.
- Practical sound writing: recording/editing (ZOOM H2 - Premiere pro on computer)

S2

- Theoretical introduction 2/2 (auditory/sensitive perception)
- signal processing-compression)
- Sound effects
- synchronous studio recording (microphone/sound card/computer/protocols software)
- group listening, with critical analysis of music and soundtracks: deciphering instruments, recording and mixing characteristics, spectral analysis, analysis of the composer's intention taking into account the historical, geographical and political context, reflection and discussion on the impressions created.

assessment methods

Rendering of sound files from specific exercises

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teaching field UNIT 2 / UNIT 6 CROSS-DISCIPLINARY TEACHING

teaching component EC 2.3 / EC 6.3 DIGITAL TOOLS AND LANGUAGES

teaching objectives

S1

- Discover the digital image, the computer environment, and graphics (illustration) and animation software.
- Using digital technology as a creative tool
- Exploring technological potential and its influence on contemporary practices

S2

- In-depth study of fabrication, animation and production techniques (animated puppets, masks, compositing, 3D effects, camera placement (Adobe suite and open source software)).

target skills

- Knowing how to adapt to the various professional software packages dedicated to animation and illustration
- Familiarity digital imaging, different file formats, different Adobe suite software and open access to "free" software.
- Developing a specific vocabulary

**training methods
(teaching methods and
resources used)**

- practical experiments to distinguish and make the most of their specific features (composition, page layout, image retouching, vector or matrix drawing, animation, editing, special effects, etc.).
- Cross-disciplinary work with project practice
- Technical lectures

assessment procedures

- formative and summative assessment

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teaching field UNIT 2 / UNIT 6 CROSS-DISCIPLINARY TEACHING**teaching component** **EC 2.4 / EC 6.4 MODERN LANGUAGES - ENGLISH**

teaching objectives

- consolidation and development of English language skills
- training students to communicate both personally and professionally.

targeted skills

Development of language skills (production oral and written comprehension) acquisition of a lexicon specific to the course and a culture international art and design. The aim is to achieve level B2 of the Common European Framework of Reference for Languages in terms of language skills and to enable students to communicate independently.

**training methods
(teaching methods and
resources used)**

The teaching of English will be based on authentic audio/audiovisual and written resources, the section's teaching projects and the work done in other subjects, and will take account current events, particularly cultural events.

assessment

Assessment of language skills continuous.

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teaching field UNIT 2 / UNIT 6 CROSS-DISCIPLINARY TEACHING**teaching component** EC 2.5 / E 6.5 ECONOMIC AND SOCIAL CONTEXTS
LEGAL

teaching objectives Learn the fundamentals of the discipline that the
will be required to use in the course of their professional
activities.**targeted skills** Identify and understand the economic and social
environment
the company's legal structure.**training methods** S1
(teaching methods and Fundamentals of the subject with in-class treatment based
resources used) on a video projection
S2
Training in small groups, in a classroom with computer
workstations. Business status and registration procedures.**assessment methods** Table-top, one subject with documents and questions.

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teaching field UNIT 3 / UNIT 7 PRACTICAL AND PROFESSIONAL TEACHING

teaching component EC 3.1 / EC 7.1 TECHNIQUES AND SKILLS

teaching objectives

- Introduction and practice of isometric perspective make visual information more legible and hierarchical.
- Experimenting with graphics to develop his visual style and personal universe.
- complementary learning drawing and graphic and plastic expression.

target skills

- master different drawing methods, including isometric perspective drawing
- the ability to find a variety of formats to suit requirements
- the ability to experiment with drawing tools for expressive purposes

**training methods
(teaching methods and
resources used)**

- in the form of exercises
- alone or in a group
- oral skills are also developed for the presentation of projects
- work is carried out on different formats and media depending on the nature of the request

assessment procedures

- Continuous assessment
- Depending on the project's results, taking into account the exploratory part, research, methodology and presentation as well as the quality of the project itself.

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field of study 2D ANIMATED FILM

teaching field UNIT 3 / UNIT 7 PRACTICAL AND PROFESSIONAL TEACHING

teaching component EC 3.2 / EC 7.2 PRACTICE AND IMPLEMENTATION OF THE PROJECT

teaching objectives

- Introduce project methodology in a commissioned or fictitious context, with detailed steps in animation. Adaptation and series writing will be discussed.
- initiate partnerships and cross-disciplinary projects with the Images and Storytelling field of study

target skills

- Developing students' technical skills in animation and illustration
- develop students' analytical and research
- use the different skills acquired in other courses to feed the project.
- develop the student's personal writing/graphic skills

**training methods
(teaching methods and
resources used)**

- in the form of partnerships or exercises
- alone or in a group
- oral skills are also developed for project presentations
- work is carried out on different formats and media depending on the nature of the request (drawing, volume, 2D animation, stop motion, etc.)

assessment procedures

- Continuous assessment
- Depending on the project's results, taking into account the exploratory part, research, methodology and presentation as well as the quality of the project itself.

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field of study 2D ANIMATED FILM

teaching field UNIT 3 / UNIT 7 PRACTICAL AND
PROFESSIONAL TEACHING**teaching component** **EC 3.2 / EC 7.2 PRACTICE AND IMPLEMENTATION OF**
THE **PROJECT / ANIMATION TECHNIQUES**

teaching objectives

- Fundamentals of 2D animation, study of movement
- the storyboard, the model sheet will be studied in workshop

targeted skills

- physical principles animation
- study of simple movements based on the 12 fundamental principles
- role-playing of animated sketches

training methods
(teaching methods and
resources used)

- in the form of exercises
- alone or in a group

assessment
procedures

- Continuous assessment

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field of study 2D ANIMATED FILM

teaching field UNIT 3 / UNIT 7 PRACTICAL AND PROFESSIONAL TEACHING**teaching component** **EC 3.2 / EC 7.2 PRACTICE AND IMPLEMENTATION OF**
THE **PROJECT / INTRODUCTION TO DRAMATISATION IN A**
DOCUMENTARY CONTEXT

teaching objectives

- The general objective is to introduce students to the methods scriptwriting in field of still images. or animation, while giving them the means to transpose these methods into the field of didactic and documentary storytelling.

targeted skills

- Develop a taste for identifying and analysing techniques storytelling in a variety of media (films, comics, novels, etc.),
- master the basic vocabulary of storytelling and screenwriting (sequence, focus, motif, characterisation, ellipsis, etc.),
- understand the notion identification and its importance in constructing a story for an audience,
- Experiment writing a story plan to tackle a documentary subject.

training methods
(teaching methods and
resources used)

The course is structured around analysis (based on film documents, animated works or illustrations), presentation of notions and concepts, and short writing and drawing workshops for documentary purposes.

assessment
procedures

- Continuous control,
- some work is carried out as a group, others are carried out as a team in a personal way,
- most of the assessments concern exercises carried out in class.

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field of study 2D ANIMATED FILM

teaching field UNIT 3 / UNIT 7 PRACTICAL AND PROFESSIONAL TEACHING

teaching component THE **EC 3.2 / EC 7.2 PRACTICE AND IMPLEMENTATION OF PROJECT / STORYBOARD AND MODEL SHEET**

teaching objectives

S1 : Learning the codes of storyboarding

- learning film grammar
- learning how to draw a storyboard
- Learning how to manage and prioritise film information
- Learning to use storyboarding as a communication tool

S2: learning the model sheet

- learn to use reference points to create one or more characters
- Learning to search for a specific character / context
- Learn to draw a character from all angles
- Learn how to represent the model sheet from all the angles required for a turn character

targeted skills

S1

- Adopt filmic components and storyboard codes
- Understanding specific vocabulary
- Communication tools (diagrams, visuals and textual information)
- Understanding filmic coherence
- Working in groups and individually S2
- adopt the model sheet representation codes
- Acquire research mobility for character design / identity
- Understanding the issues involved in finding the right character / tone for the film
- Knowing how to work in a group and individually

training methods (teaching methods and resources used)

- Exercises in graphic and verbal translation of film sequences
- Group and/or individual work
- Pooling of visual proposals
- Individualised monitoring of students' progress, both on their own and within the group

assessment procedures

- written work oral presentation digital files

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teaching field UNIT 3 / UNIT 7 PRACTICAL AND PROFESSIONAL TEACHING**teaching component** **EC 3.3 / EC 7.3 COMMUNICATION AND MEDIATION OF THE PROJECT**

teaching objectives

- Introduction to use of storytelling techniques in an educational or documentary context.

target skills

- develop a taste for identifying and analysing storytelling techniques used in various media
- master the basic vocabulary of storytelling and screenwriting (sequence, focus, motif, characterisation, ellipsis, etc.),
- understand the notion identification and its importance in constructing a story for an audience
- Analysing documents, researching references as part of a project initiative and approach, verbal and graphic translation, schematisation codes, etc.

**training methods
(teaching methods and
resources used)**

- individual or group work in the creative studio

assessment procedures

- Continuous assessment
- Depending on the project's results, taking into account the exploratory part, research, methodology and presentation as well as the quality of the project itself.

specialisation ANIMATION

field of study 2D ANIMATED FILM

teaching field UNIT 4 / UNIT 8 PROFESSIONALISATION**teaching component** EC 4 / EC 8 FIELD OF STUDY AND FURTHER STUDY

teaching objectives

- open up the field of culture of the speciality through visits, meetings with professionals, "lessons" with specialists a discipline linked cinema and/or illustration.

target skills

- develop a culture and knowledge of the training speciality.

**training methods
(teaching methods and
resources used)**

- in form of exchanges, workshops and participation in external events.

assessment methods

Continuous assessment.

DNMADE GENERAL SKILLS CATALOGUE

C1 Use digital reference tools

- Use the reference digital tools and IT security rules to acquire, process, produce and distribute information and to collaborate internally and externally.

C2 Express oneself and communicate orally and in writing in at least one foreign language.

- Use the different registers of written and spoken French with ease.
- Communicate clearly and unambiguously, orally and in writing, in at least one modern foreign language.

C3 Positioning relation to a professional field [competence assessed by the undergraduate dissertation jury in S5].

- Identify resources and apply research tools and methods specific to the professional field in question
- Experiment with creative tools and plastic and conceptual research to structure the stages of a project and their interactions
- Characterise and promote your identity, skills and career plan.

C4 Use data analysis purposes

- Identify, select and analyse critically a variety of resources in their specialist field
- Gathering resources to document a subject and synthesising this data with a view to using it.
- Analyse and summarise data with a view to their use
- Developing a critical argument

C5 Act as a professional in the field of [the relevant specialisation].

- Situate your role and mission within an organisation so that can adapt and take the initiative
- Respect the principles of ethics, professional conduct and environmental responsibility
- Identify and situate the professional fields potentially related to the knowledge acquired in the specialisation as well as the possible fields of study for accessing them.
- Take account of the economic environment professional activity and understand entrepreneurial approaches.

C6 Carry out professional monitoring activities in design and craft trades

- Identify the challenges facing the sector and its professions in the light of current developments and prospects, as part of a forward-looking approach.
- Find out about workshop practices and emerging productions, whether or not they combine digital technology and CAD/CAM.

C7 Use different information and communication techniques in design and craftwork

- Develop your own mediation and communication resources, methods and tools
- Ensuring that knowledge and skills are in line with changes and needs in the business.

C8 Cooperating and working as part of a team

- Maintaining links and dialogue within the teams, with project partners and associated experts
- Sharing knowledge a team and a network of multidisciplinary professionals
- To take responsibility for the project, taking into account the tools and methods of design, creation and production.

C9 Develop a personal strategy for the entertainment professions

- Demonstrate personal writing and experimental practice: the plastic, sensory, graphic, volumetric, technological, structural and meaningful dimensions of the moving image.
- Formalise your experience and make it visible to enhance your personal identity:

- in the design and management of audiovisual animation projects
- in project management and the production of an animation product
- Evaluating and challenging yourself to learn:
 - Mastery of the tools, protocols and techniques of moving image and animated film
 - Developing a professional culture in animation (film, photography, literature, video games, etc.)

C10 Develop and implement creative and research tools related animation

- Define a collaborative approach with all the players involved: director, scriptwriter, author, set designer, composer, graphic designer, modeller, technician, producer, web designer, video game designer, technical directors, broadcasters, etc.
- Proposing creative and forward-looking ideas in the field of animation.
- Experiment with different fields of hypothesis, taking into account the formal aspect (plastic, sensory, volumetric, technological, cinematographic), the structural aspect (animation, visual and sound rhythms, movements and trajectories) and the meaning (semantic and meaningful dimension).
- Check the technical and economic feasibility of producing the animation project, based on the initial request, and order.
- Ensuring that deadlines are met and that technical and artistic controls are carried out in accordance with the rules of the trade.
- Research visual writing, visual and cinematographic universes, and argue for creative choices using appropriate 2D and/or 3D and/or video and/or interactive media.
- Use innovative or traditional materials, techniques and technologies in the design and production of all or part of an animation project (synopsis, script, storyboard, characters, sets, space, lighting, sound, graphic style, cinematographic writing, staging, graphic bibles).

C11 Design, manage and supervise an animation-related production [skill assessed by the diploma project jury in S6].

- Understand the characteristic elements of an animation project through models and samples, taking into account the production and manufacturing stages.
 - Prototype or produce all or part of the project using digital CAD and DTP tools
 - Establish principles for the development of the animation according to explicit criteria.
 - Demonstrate that the animation is in line with the initial request, and its general economy.
 - To plan and manage the various stages of a project right through to delivery and approval, taking into account the environment in which the animation project is produced.
 - Encourage dialogue within the teams and with the project partners and experts: associate directors, scriptwriters, authors, set designers, composers, graphic designers, model makers, technicians, producers, web designers, video game designers, technical directors, broadcasters, etc.
-