

DESCRIPTION AND SYLLABUS

Name of the subject in Hungarian:	Drawing (Animation)
Name of the subject in English:	Drawing
Credit value of the subject:	5
The code of the subject in the electronic study system:	BN-DRAWAN-05-GY
Classification of the subject:	Obligatory
Language of instruction (in case of non-Hungarian courses):	English, Hungarian
Institute or department responsible for the subject:	-
Course type and number of contact hours:	Practical, class per week: 4, class per semester: 0
Mode of study: (Full-time / Part-time):	Full-time training
The semester in which the subject is open for registration:	2022/2023 1st semester
Prerequisite(s):	-

THE PURPOSE OF THE SUBJECT, LEARNING OUTCOMES:

The course develops drawing skills, and encourages synthesizing and analytical visual thinking required for visual representation. During the courses, students will improve their knowledge related to artistic anatomy, structure of the human body, and will become familiar with various graphic and drawing techniques. By completing the course, they will be proficient in depicting the human figure, using different styles of representation, and will be able to incorporate their acquired knowledge into animation design processes.

SUMMARY OF THE CONTENT OF THE SUBJECT

The subject develops the general and professional drawing knowledge and skills of animation students during practical drawing tasks generally based on the representation of the human figure.

In the classes, adapting the exercises and the tool system used for them to the needs of the animation craft, drawing and graphic tasks that are usually completed in a shorter time (in most cases a maximum of 45 minutes), but at the same time (with the exception of a few occasions) relatively small in size, are prepared after real sight by the students.

By completing the subject, the student learns the basic visual representation methods, routinely uses the graphic toolkit essential for subsequent animation operations, thereby becoming capable of drawing-based, high-level and creative work.

STUDENT'S TASKS AND PLANNED LEARNING ACTIVITIES:

The tasks of the students of the subject are basically completed in a practical way. By creating a large amount of study drawings, sketches, and sketches created during the semester, the students of the subject acquire the appropriate level - in line with the expectations of the animation profession - confident and creative use of tools, sense of form and drawing skills. Experimental practical workshops, lecture-listening and creative activities lead the participants to the learning of the subject content, its active processing, and the desired competences.

EVALUATION OF THE SUBJECT:

The subject is evaluated with a five-level practical grade.

This is based on the student's performance, activity and diligence during the semester, as

well as the quality of the digital portfolio included in the final (and obligatory) evaluation of the current semester, as well as the quality of the related presentation.

OBLIGATORY READING LIST:

- Boerboom, Peter,; *Figure : drawing methods for artists over 130 methods for sketching, drawing, and artistic discovery.* , 2019

RECOMMENDED READING LIST:

- Szép, Eszter,; *Comics and the body : drawing, reading, and vulnerability.* , 2020