

HYPER ISLAND

Course Curriculum Motion Graphics Designer 10 Karlskrona

Valid from 2009-08-03

1. Group Dynamics and Self Managing Leadership

KY-points: 15

Delivery mode

Three-week module
Full-time

Aim

This module aims to build teams and prepare students for the educational process. The module will amongst other things contain team building exercises, an introduction to educational theory and UGL (Understanding Group and Leader). The UGL is a one-week course and is considered to be one of the most attractive leadership programs in Sweden by both corporate and public organizations.

2. The World of Motion Graphics

KY-points: 15

Delivery mode

Three-week module
Full-time

Aim

This module aims to familiarize students to the digital world of motion graphics design. They will learn about those active in the branch, research which ideal profiles companies and bureaus in the branch have for their future employees, and thereby be able to consciously take responsibility for their own learning. They will build an international "branch tree" based upon the business intelligence they acquire during the module.

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3. In Motion

KY-points: 10

Delivery mode

Two-week module
Full-time

Aim

The purpose of this module is to offer students basic knowledge about Flash and its use within web and mobile technologies. Students will also learn the basics of animation, story-telling and cinematography.

4. Experience Animation

KY-points: 20

Delivery mode

Four-week module
Full-time

Aim

This module offers insight into the creation of digital pictures (Animation 2D). Students practice photography retouching, 2D composing with layers, colour management, and scaleable vector graphics. The module is rounded off with a large exhibition where students exhibit their prototypes.

5. Rich Media Business

KY-points: 20

Delivery mode

Four-week module
Full-time

Aim

The goal of this module is to have students work with idea and concept development within motion design and have them observe the areas of

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application such as television and film production (broadcasting), title sequences, advertisement, and videos. Students work with compositing, software and animation. During the module they will create business ideas and plans as well as prototypes, which are presented to branch representatives within motion companies.

6. Motion Graphics and Branding

KY-points: 20

Delivery mode

Four-week module
Full-time

Aim

Students work with 3D programs and their use in digital graphics and motion design. The goal of the module is to create understanding for the pros and cons of using CG and 3D compositing (layers and rendering).

7. The Motion Industry

KY-points: 30

Delivery mode

Six-week module
Full-time

Aim

The goal of this module is to offer a deeper understanding for the motion graphics and interactive media branch. Students work on longer projects in the context of running motion bureaus with real clients.

8. Internship

KY-points: 70

Delivery mode

Fourteen-week module

Full-time

Aim

Industrial Placement. During the LIA period, students will receive general branch experience in order to develop and generate understanding and skills regarding the digital media branch from a holistic perspective and within motion graphic design. Students will receive special competence by designing and generating further understanding, experience and skills within respective strategies, concept development and design within motion graphic design.