

# Motion Graphics & Animation Design BA (Hons)

## Based in Newcastle 3 Years Full Time

Thanks to technological advancements and changes to consumer tastes and expectations, employers are crying out for designers who can fuse artistic talent with technological know-how.

This individual degree focuses on motiongraphics and animation as a medium to explore design as a form of visual communication and problem-solving. 'Timebased' design is becoming an increasingly important and more widely used medium for traditional design and new media agencies and is not exclusively the domain of specialist animation production companies anymore.

The course addresses this need by developing designer/animators who can work across this broad spectrum of the design industry and take advantage of these many opportunities. Students will gain a broad understanding of the principles of graphic design as well as specialist knowledge of 2D and 3D animation, compositing and special effects.

Motion Graphics and Animation Design is taught by staff with significant professional and academic experience in both animation and design.

**UCAS Code: WW2P BA/MGA**

### Your course in brief

#### Year 1

Learning Skills for Motion Graphics and Animation  
Introduction to Image Making  
Introduction to Animation  
Storyboard and Illustration  
Introduction to Graphic Design  
3D Modelling and Animation  
Design Studies

#### Year 2

Character Design  
Character Animation  
Graphic Communication  
Compositing and Special Effects  
Interactive Animation  
Design Studies

#### Year 3

A range of self-determined national competition, collaborative, professional and personal projects that allows students to specialise and follow subjects.



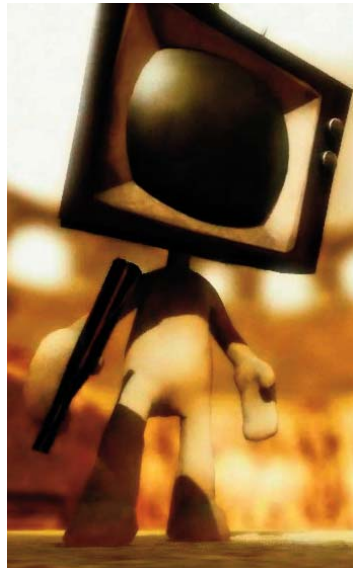
### Who would this course suit?

This course is ideal for people with good handskills and strong visual ideas that wish to pursue a career in the motion graphics industries. Applicants do not have to have extensive computer experience, but they must have a willingness to learn.

### Where our graduates work

This course will equip you to work in a wide range of jobs across the expanding world of Motion Graphics and Animation. Typical opportunities arising in the film, TV, games and mobile industries include:

- Artist/Animator
- Graphic Designer
- Director
- Producer
- Art Director
- Storyboard Artist
- Character Design
- Special Effects Artist/Director
- Matte Artist
- Game Level Design
- Technical Director
- 3D Designer
- 3D Modeller



  
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