

Animation BA (Hons)



The Animation course at Worcester has been designed by practising experts in the field to match the demands of both the media industries and our students.

It provides an exciting opportunity to graduate as a competent practitioner of all aspects of this developing discipline.

Supported by opportunities to gain a range of digital media skills, the result will be to widen your potential employability.

All animation techniques are covered on the course. You can study computer 3D modelling and animation, digital 2D, traditional rostrum work and also stop-motion model animation. You will also acquire skills in editing, sound, compositing, concept art for games and animation, VFX techniques, and creative concept generation.

Although the course has a strong practical emphasis, it is underpinned by a sound foundation of theoretical and professional engagement. Animation lecturers are experienced experts in their field and they can pass this expertise and knowledge on to you.

UCAS code

Animation BA (Hons) **W616 BA/Ani**

For the latest information, check the UCAS website at www.ucas.com

Study options

It is also possible to study this degree in combination with another subject.

The combination subjects available are: [Computing](#), [Creative Digital Media](#), [Digital Film Production](#), [Fine Art Practice](#), [Graphic Design and Multimedia](#), [Illustration](#) and [Screenwriting](#).

The University of Worcester's degree combinations add breadth to your studies and enhance your employability.

Get in touch

Admissions Office

01905 855111

admissions@worc.ac.uk

Omid Ghanat-Abady

Course Leader

220-300 UCAS tariff points.

Shortlisted applicants are invited to attend for interview and to provide a portfolio for consideration.

Modules

Animation: Origin & Function (mandatory)
Animation: Human Locomotion (mandatory)
Creative Digital Imaging
Illustration: Image & Text
Illustration & Printmaking
Introduction to Digital Film Production
Illustration: Origin & Function
Introduction to Digital Sound
Drawing for Animators (mandatory)
2D Animation (mandatory)
Stop-motion Animation (mandatory)
3D Modelling & Texturing (mandatory)
3D Rigging & Animation
Research Methods for Digital Media (mandatory)
Drawing 2
Digital Sound Production
Negotiated Production (mandatory)
Illustration Genres
Digital Video Production
Opening Sequences & Compositing for TV & Cinema
Digital Photography & Image Manipulation
Creative Sound Manipulation
Independent Study (mandatory)
Extension Modules
The Final Exhibition (mandatory)
Studio Photography
Negotiated Project (mandatory)
Work Placement
Corporate Digital Video
Special Effects Photography
Experimental Digital Media
Sound for the Moving Image 1 (mandatory)
Digital Media Communication Skills (mandatory)

Concept Art: Character & Characterisation

Assessment

Reflective reports, practical work, and tutor, self & peer assessment .

Richard Smith

3rd year Animation, Intern at Aardmans studio

"The course at Worcester expanded my understanding of animation, helped me realise my potential, gave me creativity, purpose and focus, and helped me define my career."

Academic department

[Institute of Humanities and Creative Arts](#)

"We are a lively community of scholars, researchers and creative practitioners, intent on supporting and encouraging students to expand their intellectual horizons, grow their creative and professional ambitions, and achieve their potential."

Professor Antonia Payne, Head of Institute

Employability

The course will enable you to develop a wide range of transferable skills, including research and analysis techniques, problem-solving, communication and negotiation. Animators are increasingly in demand as the industry expands. Our interdisciplinary approach gives flexibility and a wider view of the world that is attractive to employers. You will find career opportunities not only in animation production, but also in the game industry, television motion graphics, compositing, special effects and advertising.

Alternatively, you may wish to progress to postgraduate study.

Digital Arts Centre

The [Digital Arts Centre](#) offers a range of digital media resources in specialist computer suites, visit the [Digital Arts Centre webpage](#) to find out more.

Meet the team

[Andrew Stevenson](#) - Senior Lecturer, Graphic Design & Multimedia

[Anthony Hunt](#) - Systems Support Officer

[David James](#) - Subject Leader

[Helen Holmes](#) - Lecturer in Creative Digital Media

[Martin Woodford](#) - Senior Lecturer in Creative Digital Media

[Maureen Gamble](#) - Principal Lecturer, Head of Division: Art, Design & Creative Digital Media

[Omid Ghanat-Abady](#) - Senior Lecturer and Course Leader in Animation

[Paul Hazell](#) - Senior Lecturer in Creative Digital Media

[Piet Grobler](#) - Senior Lecturer and Course Leader in Illustration

[Ree Han](#) - Senior Lecturer and Course Leader in Graphic Design & Multimedia

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<http://www.worcester.ac.uk/courses/animation-ba-hons.html>