ARUCAD
Arkin University
of Creative Arts and Design

COURSE SYLLABUS

Course Title	Course Code	Semester	Course Hour/Week		Credit	ECTS
			Theory	**Practice**		
Introduction to Stop Motion	VCDE315	V	2	2	3	5

Course Type	Compulsory Courses	Department Elective	Faculty Elective	University Elective	CoHE (YÖK) Compulsory	Other
	-	YES	-	-	-	-

Level of Course	Associate Degree (Short Cycle)		Undergraduate (First Cycle)		Graduate/ Doctoral (Second /Third Cycle)	
	-		YES		-	

Language of Instruction	English

Course Instructor(s)	Can Friedrich Luckinger	E-mail : can.luckinger@arucad.edu.tr Office : TI-OFF 07
Course Objectives	Introduction to Stop Motion aims to introduce students to the fundamental techniques of animation and cinematography for the further application onto Stop Motion animations and their principles. Via practical experience in all steps of production of a stop motion animation. From Scripting a story to the creation of the puppet/characters and continuing onto production lighting shooting, further on into the post production of adding visual effects onto the animation and refinement of the shots.	

Course Learning Outcomes	Students will able to:	Teaching Methods	Evaluation Methods
	Understand the development, shooting, and post-production process of stop motion.	**Lectures and Readings:** Cover the history, techniques, and equipment used in stop motion.	**Oral Questioning:** Quick recall checks during class.

	Explain the process of creating stop motion, from pre-production to post-production.	**Storyboard Exercises:** Visualize sequences before shooting.	**Storyboard Reviews:** Assess understanding of shot sequences.
	Operate equipment and software to capture still photos and create stop motion animations.	**Software Tutorials:** Use programs like Dragonframe or Adobe After Effects for editing.	**Project Reviews:** Assess completed animations for smoothness and technique.
	Break down animations to identify strengths and areas for improvement.	**Peer Critiques:** Analyze each other's work.	**Critique Sessions:** Provide feedback on pacing, framing, and movement.
	Assess the effectiveness of storytelling and technical execution.	**Class Screenings:** Watch and evaluate each other's work as a group.	**Project Evaluation Rubrics:** Grade based on smoothness, creativity, and storytelling.
	Produce a complete stop motion animation that delivers a compelling message.	**Capstone Projects:** Plan, shoot, and edit a short stop motion film.	**Final Project Assessment:** Grade creativity, technical execution, and narrative.
Course Content	- Understand Basics of Stop Motion Animation - Write, Plan and Produce a Stop Motion Project - Animate Objects using stop motion techniques - Operate Camera and Editing software for Stop Motion - Solve Common Technical Issues relating to production of Stop Motions - Produce a Short Stop Motion Animation		

COURSE OUTLINE/SCHEDULE			
Week	**Topic**	**Implementation (theory/practice)**	**Required Reading, Preliminary preparation**
1	History and Equipment of Stop Motion	T	Teacher Notes
2	Different Types of Stop Motion animation	T/P	Richard Williams (2009). The Animator's Survival Kit.

3	Storyboarding and Conceptualization	T/P	Guiseppe Cristiano (2011). The Storyboard Artist: Drawing School. CH4 (pg. 25-61)
4	Character Design	T/P	Richard Williams (2009). The Animator's Survival Kit.
5	Set and Prop design	T/P	Guiseppe Cristiano (2011). The Storyboard Artist: Drawing School. CH4
6	Introduction to Software	T/P	
7	Animation Principles	T/P	Richard Williams (2009). The Animator's Survival Kit. (pg.48-60, pg.93-98). Teacher Notes
8	**MIDTERM SUBMISSION**		
9	Pacing and Cinematography		Teacher Notes
10	Lighting Techniques	T/P	Teacher Notes
11	Editing and Post Production	T/P	Teacher Notes
12	Sound Design and Music		Teacher Notes
13	VFX in Stop Motion	T/P	
14	Final Project Pre-Production I	T/P	Teacher instructions and guidance
15	Final Project Pre-Production II	T/P	Teacher instructions and guidance
16	Final Project Presentation and Improvements	T/P	Teacher instructions and guidance
17	Final Exam Week	T	

Required Course Material(s) / Reading(s)/ Text Book(s)	**Materials:** Camera Adobe Premiere Pro Optional: Camera Trigger
Recommended Course Material(s)/ Reading(s) /Other	**Recommended Readings:** Williams, R. (2021). *The animator's survival kit. runs, jumps and skips*. London: Faber & Faber. REF NC1765	.W55 2009 Cristiano, G. (2012). *The storyboard artist: A guide to freelancing in film, TV, and advertising*. Studio City, CA: Michael Wiese Productions. NC1002.S85.C75 2011

ASSESSMENT		
Learning Activities	**NUMBER**	**WEIGHT in %**
Mid-Term	1	40
Quiz		
Assignment		
Project		
Field Study		
Presentation / Seminar		
Studio Practice		
Other		
Contribution of Final Examination/Final Project/ Dissertation to the Final Grade	1	60
TOTAL		100

	CONTRIBUTION OF COURSE LEARNING OUTCOMES TO PROGRAMME LEARNING OUTCOMES					
	PROGRAMME LEARNING OUTCOMES	Level of Contribution (1- lowest/ 5-highest)				
		1	2	3	4	5

1	Knows the historical development of the field of communication, basic concepts, theories and research methods.	x				
2	Knows the principles and elements of basic design.	x				
3	Knows the history, theories and theorists of visual communication.	x				
4	Knows advanced practical skills in various commercial and creative contexts, including graphic and audiovisual multimedia design.	x				
5	Knows national and international ethical rules, standards and legal documents on communication and visual communication design.	x				
6	Able to use the tools, methods and techniques and computer software required for visual communication design applications.	x				
7	Able to produce innovative and original works that reflect abstract and concrete concepts by emphasizing creativity		x			
8	Has the knowledge and skills to transform creative and innovative ideas into graphic, photographic, typographic, illustrative, 2 and 3-dimensional, animated and interactive visual expressions.			x		
9	Applies visual communication design techniques with design technologies in developing and changing media environments.	x				
10	Has the competence to create visuals with designs that emphasize aesthetics in design processes.	x				
11	Has the competence to define the problem, solve the problem, plan, manage the project and present in the design-based project development process.					x
12	Has the ability to use research methods and techniques in the field of Visual Communication.	x				
13	Has the competence to research, plan, implement and report during the project phase.	x				
14	Has the competence to establish the connection between design and aesthetic values.	x				
15	Has the competence to interpret universal visual culture and associate the ties of symbols with universal visual culture.	x				
16	Has the competence to analyze, understand and interpret projects in the field of visual communication design with a critical and independent approach.		x			
17	Has the skills and competence to turn their designs into a portfolio document and present them.	x				

ECTS / STUDENT WORKLOAD				
ACTIVITIES	**NUMBER**	**UNIT**	**HOUR**	**TOTAL (WORKLOAD)**
Course Teaching Hour (X weeks * total course hours)	15		4	60

Preliminary Preparation and self- study	15		1	15
Mid-Term	1		20	20
Quiz	-		-	-
Assignment	-		-	-
Project	-		-	-
Field Study	-		-	-
Presentation / Seminar	-		-	-
Studio Practice	-		-	-
Final Examination/ Final Project/ Dissertation	1		30	30
Other	-		-	-
TOTAL WORKLOAD				125
TOTAL WORKLOAD / 25				5
ECTS				**5**

ETHICAL RULES WITH REGARD TO THE COURSE

Plagiarism Disclaimer

Detected and undetected plagiarism is a serious offence at any time and it could have devastating effects on your degree result and future professional life.

Plagiarism is easy to avoid if you make sure you thoroughly identify and recognize your sources and do not copy from visual examples, designs or notes taken directly from your sources word for word. The maximum citation limit cannot exceed 20%. Artificial intelligence citations are also considered within this scope. If proven otherwise, the student will fail the course.

ASSESSMENT DETAILS AND EVALUATION CRITERIA:

Final Grades will be determined according to the Course Learning Activities and Final Examination/ Project/ Dissertation Assessment Details as below, and comply with the Education and Examination Regulation set forth by the University.

Throughout the course, students will learn the theoretical base of the topic and they will be able to equip themselves with the practical know-how skills of Advertisement production. Also, students are expected to design a creative advertisement piece with the knowledge they have gained in the course.

During the class sessions, participation is a very important input for the learning process for the students. It is also vital to understand the effect of creativity input on the production process of advertisement.

70% attendance to courses is compulsory. Health reports belong to 30% absenteeism right.

Late work can only receive full credit in extreme circumstances and will be penalized otherwise as follows:
- Over a day but less than two days late: 10% deducted
- **A week or more late:**   **Not accepted: 0%**

PREPARED BY	Can Friedrich Luckinger
UPDATED	21.03.2025
APPROVED	