

## Appendix 1

### The complete text

# Executive Order on the Bachelor's Degree Programme in Animation

(translation from Danish)

Pursuant to section 22 in the Danish Act no. 207 of March 31 2008 on Business Academy Educations and Professional Bachelor's Degree Programmes it is hereby determined:

**§ 1.** The objective of the Bachelor of Animation education is to qualify the graduate to independently carry out idea development, design and implementation of complex animation projects for film, television and various digital media platforms as well as working with animation-related communication. The education aims at occupation within the film, television, animation and computer game industry; nationally as well as internationally.

*Paragraph 2.* The graduate must obtain knowledge, skills and competencies as outlined in Appendix 1.

**§ 2.** The education which is a full-time education is rated at 210 credits in the European Credit Transfer System (ECTS). 60 ECTS credits are equivalent to the work-load of one full-time student for one year.

*Paragraph 2.* The education provides the graduate with the right to use the title of Professionsbachelor in animation. The English title is Bachelor of Animation.

*Paragraph 3.* The English name of the education is Bachelor's Degree Programme in Animation.

**§ 3.** The education consists of:

- 1) Obligatory subject areas, equivalent to 60 ECTS credits, which are common for all students.
- 2) 2 set study programmes, each equivalent to 90 ECTS credits, from which the student chooses one line:
  - a) Character Animation.
  - b) Computer Graphic Arts (CG Arts).
- 3) Internship, equivalent to a total of 30 ECTS credits
- 4) Optional subject areas, equivalent to 20 ECTS credits for the individual student.
- 5) Bachelor Project, equivalent to 10 ECTS credits.

*Paragraph 2.* According to paragraph 1, no. 1, the obligatory subject areas are organized within the following core areas:

- 1) Character Animation and CG Arts.
- 2) Visual communication and visual kinds of presentation.
- 3) Animation-related production technology and understanding of the industry.

*Paragraph 3.* According to paragraph 1, no. 2, letter a, the study programme within character animation is organized within the following core areas:

- 1) 2D Character animation: Theory, methods and techniques.
- 2) 3D Character animation: Theory, methods and techniques.
- 3) Principles of physics as forms of expression and motion principles relevant to animation.

*Paragraph 4.* According to paragraph 1, no. 2, letter a, the study programme within Computer Graphic Arts (CG Arts) is organized within the following core areas:

- 1) Graphic and digital character development and design: Theory, methods and techniques.
- 2) Computer-based scenography, including theory, methods and techniques of production design of surroundings and environments as well as visual effects for film and computer games production.
- 3) Digitally based production processes.

*Paragraph 5.* The exam certificate for a completed education must include the information which appears in the Executive Order on tests and exams as well as information on whether the graduate has completed the study programme as character animator, cf. paragraph 3, or as Computer Graphic Artist, cf. paragraph 4.

**§ 4.** The rules on Bachelor Degree's Programmes, which are laid down in the Executive Order on Business Academy and Bachelor's Degrees, apply to this education. This includes the rules on objective, level, knowledge, internship, contents and organization, duration and structure, admission, teacher qualifications, tests and exams, curriculum and credits apply to the education.

**§ 5.** The Ministry of Education may permit departure from the Executive Order as part of an experiment. In case of an experiment the duration of the experiment and the form of reporting are also determined.

*Paragraph 2.* The Ministry of Education may depart from the Executive Order when substantiated by extraordinary circumstances.

**§ 6.** This Executive Order is effective from 1 March 2011 and applies to students who begin the education after 1 August 2011.

*Paragraph 2.* Executive Order no. 734 from 20 August 2003 on the professional Bachelor's Degree in character animation is revoked simultaneously.

*Paragraph 3.* The educational institution may arrange transitional agreements, thus enabling students who take the education according to previous rules, cf. section 2, to complete the education according to the rules laid down in this Executive Order.

*Ministry of Education, 25 February 2011*

On behalf of the Minister,  
E.B.  
Peder Michael Sørensen  
Head of Department

/ Jette Skovbjerg

## **Appendix 1**

### **Objectives for learning output for the Bachelor's Degree Programme in Animation**

Objectives for learning output comprise the knowledge, skills and competencies which a Bachelor of Animation must obtain during the education.

#### **Knowledge**

The Bachelor of Animation has

- 1) knowledge of practice, applied theories and central concepts as well as knowledge of methods and tools of animation production, including both traditional as well as most recent methods,
- 2) knowledge of the development in animation film history and its modern cultural relevance,
- 3) knowledge of relevant design and composition theories and the ability to reflect on the implementation of these theories within animation media,
- 4) knowledge and understanding of production planning and the relation to the economic conditions of the animation industry, nationally as well as internationally, and
- 5) knowledge of applied methods and techniques within related subjects that have a pertinent relevance for animation.

Furthermore, the Bachelor of Animation, *Character Animation*, has knowledge of

- 1) applied theories, methods and techniques within 2D and 3D animation,
- 2) fundamental principles of physics as forms of expression and understanding how to apply these within character animation, and
- 3) applied methods and central techniques within post-production and the significance of this for character development.

Furthermore, the Bachelor of Animation, *Computer Graphic Artist*, has knowledge of

- 1) applied methods and central techniques within 3D Arts, including modelling, rigging, texturing, shading, light and rendering as well as composition,
- 2) the principles of design, including lines, form, colour, texture and more, including understanding how CG techniques may be employed in order to communicate a good design, and

3) the theories and periods of fashion design, set design and architecture that are relevant to CG Arts.

### **Skills**

The Bachelor of Animation is able to

- 1) analyze the animation film medium and animation products using the relevant vernacular and frame of reference,
- 2) carry out animation processes in media productions where the interaction between animation, dramaturgy, acting, music, graphics and aesthetics on the one hand and productivity and technology on the other hand create the visual expression,
- 3) employ the theories, work methods and techniques of the profession, including being able to integrate traditional work methods with current digital practices and relating them to relevant and related subject areas,
- 4) plan and deliver a production within a defined quality and budget framework,
- 5) assess practice-related and theoretical problems in connection with animation and production processes as well as substantiate and choose relevant solutions,
- 6) express themselves in a distinct visual language which clearly communicates its message, and
- 7) communicate practice-related and professional problems and solutions in the different stages of an animation production using the relevant vernacular as well as establishing professional communication with both users and customers.

Furthermore, the Bachelor of Animation, *Character Animation*, is able to

- 1) master specialized techniques within character animation, from traditional Cel-animation to digital 2D media and CGI animations as well as explore problems related to working with different distribution platforms, and
- 2) stage and pose characters, including utilizing acting theories in the performance of their characters.

Furthermore, the Bachelor of Animation, *Computer Graphic Artist*, is able to

- 1) master specialized techniques within 2D film, 3D film, game production and visual effects as well as explore problems related to working with different distribution platforms, and
- 2) analyze and implement a pipeline with a view to optimizing the work procedures of a production

### **Kompetencer**

The Bachelor of Animation is able to

- 1) independently and in cooperation with others manage the development of concepts, ideas and new graphic expressions within the animation media and reflect upon their own intentions with the visual communication,
- 2) plan and carry out complex development tasks within the animation field, including combining knowledge and methods from animation technique, visual and graphic communication and assessing the relation between quality and resources with relation to a pre-defined framework,
- 3) independently form part of a professional and cross-functional collaboration, including giving and receiving professionally substantiated and constructive critique with regard to both work procedures and product,
- 4) identify their own learning needs and further develop their own skills and competencies within the various forms of expression and subject areas of the animation media, and within related subject areas, and
- 5) navigate flexibly, actively and innovatively in the professional field in an international and commercialized market and undertake responsibility within the framework of the professional ethics.

Furthermore, the Bachelor of Animation, *Character Animation*, is able to

- 1) keep the visual communication of a character within the framework of the overall production and within the framework of the narrative, and
- 2) examine and implement animation references which are relevant for the production they are working on

Furthermore, the Bachelor of Animation, *Computer Graphic Artist*, is able to

- 1) keep the visual essence of the narrative they are working on with regard to the overall production and the framework of the narrative, and
- 2) examine and implement CG references which are relevant for the production they are working on