

Postgraduate Arts Program | Master of Arts

MA in Animation



FOR FURTHER INFORMATION

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ANIMATION

Animation is a dynamic, participatory and transdisciplinary medium of expression and communication. It finds its application across media and in diverse contexts, be it in short films, art installations, info graphics, education, apps and many more. The modes of production are many and the lines between live-action, animation and computer generated imagery have become increasingly blurred. At Srishti Manipal we consider as animation a broad range of practices in manipulated moving images. The animation program is a learning space for self-driven students who are keen in pursuing a line of inquiry and developing their practice in moving-image arts.

NAVIGATE | NEGOTIATE | NURTURE

The Postgraduate Programs at Srishti Manipal are designed with the overarching theme of **Engage and Experience** through which each student embarks on a journey that is creative and well supported.

All programs have three driving lenses - **Navigate, Negotiate and Nurture**.

Students are expected to:

Navigate this program through self directed inquiries that are conducted either on campus and in studios, or in the field.

Negotiate their learning through a choice-based system that includes a choice made through learning units offered in the Learning Hub and/or Writing Centre.

Nurture their enquiries through a mentor-led program that gives them a chance for building a portfolio of transdisciplinary projects, wherein they can hone their skills and generate capabilities that foster deeper understandings developed in real-world or imaginary contexts.

Applicants to these programs of study must be capable of independent study and research, and appreciate a studio-based learning culture.

CURRICULAR COMPONENTS	SEMESTER
Studio, Workshop	1, 2, 3
Seminar, Colloquium	1, 2, 3
Project, Transdisciplinary Research, Practicum	1, 2, 3
Independent Study	1, 2, 3
Internship, Work Experience	2, 3
Culminating Performances of Understanding	1, 2, 3, 4
Interlude	2
Self Directed Inquiry, Portfolio	1, 2, 3
Capstone	4
Conference	4

ELIGIBILITY

Published on the admissions page of the Srishti Manipal website.

MEDIUM OF INSTRUCTION

English (All our transactions and transcripts will be in English)

DURATION

4 semesters/2 years (Must be completed within 4 years from the start of the course of study)

DESCRIPTION OF CURRICULUM COMPONENTS

STUDIOS encourage active, contextual learning where students develop core disciplinary skills and knowledge. Studios facilitate collaborative and creative design solutions to complex, open-ended problems. Disciplinary studios are learning spaces where students develop core disciplinary capabilities, while navigating a trans-disciplinary environment.

WORKSHOPS provide intense learning experiences in making and doing, across the different disciplines.

SEMINARS are spaces for investigating a particular idea, topic, praxis, etc. by discussion and/or dialogue, and may also involve critiques, pin-ups, presentations, etc. of either works-in-progress or completed works for feedback.

SELF DIRECTED INQUIRY is continuous through each semester and allows articulation of personal lines of inquiry through the term. This culminates each semester in a performance of understanding that allows for the demonstration of this continuous engagement in inquiry or design.

INTERNSHIP/WORK EXPERIENCE involves working in an industry or a design studio/artist or art studio for a prescribed period of time.

CAPSTONE is the culmination of the research, capabilities and knowledge gained over the last three semesters. Students are required to submit their design output and a mandated thesis document. Students are mentored during this final project and go through seminars to get feedback from faculty and peer groups.

INDEPENDENT STUDY is self-led and enables the pursuit of deeper understanding as a supplement to taught units.

TRANSDISCIPLINARY RESEARCH facilitates collaborative and creative design solutions to complex, open-ended problems in specific contexts. It provides intense research experiences in making and doing, across the different disciplines through Centres, Labs and Ateliers.

PORTFOLIO involves the development of a reflective and curated body of work, which represents professional practice over a time period that is cumulative from semester to semester and is evidence of practice, research and inquiry.

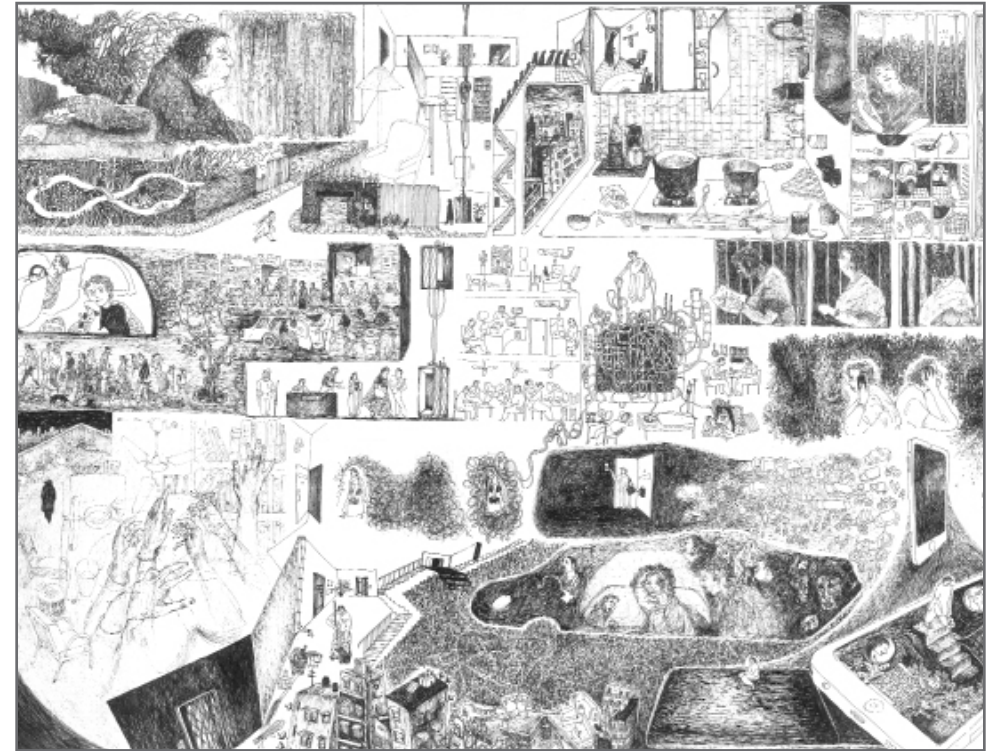
INTERLUDE or the in-between is an experimental space for pause, reflection, discussion, and an active, performative engagement. The vision is to create a space that lies in the intersection between academic learning and the commons, where diverse modalities are encouraged.

PROJECTS facilitate collaborative and creative design solutions to complex, open-ended problems in specific contexts. They provide intense learning experiences in making and doing.

PRACTICUMS are designed to provide students with practical work experience. Practicums can also open many opportunities to network and make important contacts within the industry or expertise in the field.

COLLOQUIUM is an informal meeting or seminar which is usually of an industry/academic nature where different researchers/scholars/experts disseminate their 'works' and invite questions.

FIELD WORK/PRACTICE involves experiential, embodied engagements including those in the workplace. Practice includes self-study and reflective documentation (for example, journaling and maintaining reflective blogs).

**UPON SUCCESSFUL COMPLETION OF THIS COURSE GRADUATES WILL HAVE DEVELOPED THE FOLLOWING CAPABILITIES:**

- » Constructing layers of meaning, feeling or thought in moving image
- » Artistic sensibility – sensitivity, balance, measure, attention to detail etc.
- » Creating and constructing fiction and fictional worlds
- » Inventive thinking, risk taking - approaching the unknown
- » Ability to understand and imbibe contextual perspectives and synthesise individual positions
- » Asking relevant questions and using appropriate methods of research
- » Ability to enquire, learn and represent a world around and/or within through moving image
- » Articulating and shaping one's practice in relation to diverse contemporary contexts
- » Understanding audiences and constructing viewer experiences
- » Ability to structure thoughts in writing and present a sound understanding of a context
- » Ability to experiment with form, technique and material

The Postgraduate Arts Program is an inquiry led learning process that offers engagements through a Learning Hub (disciplinary units shown below) as well as projects, practice and transdisciplinary research. **The Learning Hub also offers choices for allied and electives from across the Master of Arts Program as published in the respective course prospectus.** The Writing Centre enables critical and creative expression across programs in reflective documentation, artist's journaling, proposal and thesis writing, and research.

CURRICULUM COMPONENTS

(This list may be amended and is listed here as indicative of the program of study)

SEMESTER 1 – ODD

THE LEARNING HUB

(Disciplinary Studies)

Studio

SMAN505	Drawing
SMAN523	Drawn Movement - 1
SMAN525	Drawn Movement - 2
SMAN509	Image Making - Media and Methods
SMAN513	Mediums of Expression - 1

Seminar (Studio)

SMAN503	Visual Language
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Seminar (Theory & Understanding)

SMAN543	Visual Art Practices (A)
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Knowledge Enhancement (Ability or Skills)

Workshop

SMAN535	Sound for Animation
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DISCIPLINARY PROJECT
TRANSDISCIPLINARY RESEARCH
INDEPENDENT STUDY
INTERNSHIP
PRACTICUM
SELF DIRECTED INQUIRY
PORTFOLIO

SEMESTER 2 – EVEN

INTERLUDE

Open Elective

THE LEARNING HUB

(Disciplinary Studies)

Studio

SMAN504	Writing For Animation
SMAN524	Character Design
SMAN522	Storyboarding
SMAN506	Compositing
SMAN512	Mediums of Expression 2

Seminar (Theory and Understanding)

SMAN536	Visual Art Practices (B)
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Knowledge Enhancement (Ability or Skills)

SMAN532	Experimental Animation
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DISCIPLINARY PROJECT
TRANSDISCIPLINARY RESEARCH
INDEPENDENT STUDY
INTERNSHIP
PRACTICUM
SELF DIRECTED INQUIRY
PORTFOLIO
COLLOQUIUM

SEMESTER 3 – ODD

THE LEARNING HUB

(Disciplinary Studies)

Studio

SMAN527	Animation Direction
SMAN529	Comics and Graphic Narrative
SMAN531	Pre-production
SMAN521	Mediums of Expression - 3

Seminar (Studio)

SMAN501	Expanded Animation
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Seminar (Theory & Understanding)

SMAN545	Animated Film Form and Theory
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Knowledge Enhancement (Ability or Skills)

Workshop

SMAN539	Animating the In-Animated
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DISCIPLINARY PROJECT
TRANSDISCIPLINARY RESEARCH
INDEPENDENT STUDY
INTERNSHIP
PRACTICUM
SELF DIRECTED INQUIRY
PORTFOLIO

SEMESTER 4 – EVEN

CAPSTONE: RESEARCH PROPOSAL
CAPSTONE



Images courtesy Srishti Institute of Art, Design & Technology

For more information on the programs and courses

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