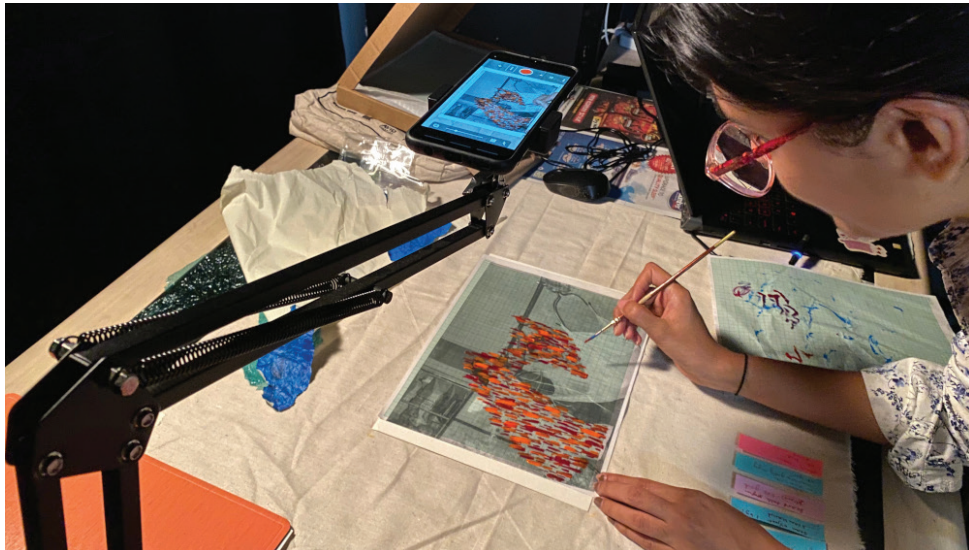
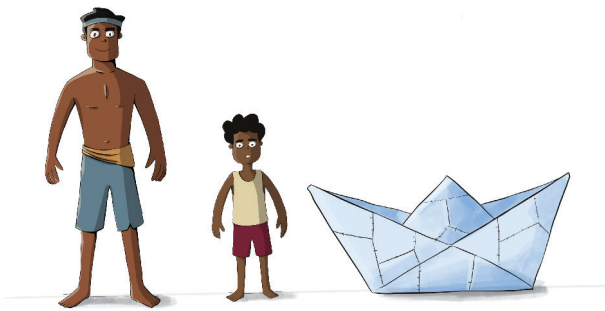


UPON SUCCESSFUL COMPLETION OF THIS COURSE GRADUATES WILL HAVE DEVELOPED THE FOLLOWING CAPABILITIES:

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



SRI SH TI MANIPAL
INSTITUTE OF ART, DESIGN
AND TECHNOLOGY
(A Constituent Unit of MAHE, Manipal)



MANIPAL
ACADEMY OF HIGHER EDUCATION
BENGALURU CAMPUS
Institution of Eminence Deemed to be University



Postgraduate Arts Program | Master of Arts

MA. in Animation



FOR FURTHER INFORMATION

DEEPAK VERMA

deepak.verma@manipal.edu

For more information on the programs and courses

www.srishtimanipalinstitute.in

Help Desk: +919071784747 Direct: +91 80 24497101 / 02

admissions@srishtimanipalinstitute.in



ANIMATION

Animation is a versatile medium of expression and communication that spans various media and contexts, from short films and art installations to infographics, education, and apps. At Srishti Manipal, we provide instruction in animation techniques, film language, storytelling, and research, guiding students to reach new levels of fluency and sophistication in their animation practice. Our program has opportunities for students to participate in transdisciplinary projects as well as to explore individual ideas and approaches in personal works.

We understand animation as a broad range of practices in manipulated moving images, that may be created using techniques that span the hand-wrought and digital. Over the course of the MA, students may experiment with live-action, computer generated imagery, stop-motion and experimental techniques such as sand or oil-on-glass animation.

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 are interdisciplinary and transdisciplinary, and 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 units offered in the Learning Hub.

Nurture their enquiries through a mentor-led program that gives them a chance for building a portfolio of interdisciplinary and 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	1, 2, 3
Seminar, Colloquium	1, 2, 3
Workshop & Ateliers	1, 2, 3
Project (Interdisciplinary & Transdisciplinary), Practicum	1, 2, 3
Independent Study	1, 2, 3
Self Directed Inquiry	1, 2, 3
Internship, Work Experience, Artist in Residence	2, 3
Culminating Performances of Understanding (Portfolio/Colloquium/Manifesto/Gallery Walk)	1, 2, 3, 4
Interlude	2
Research Paper	3
Capstone	4
Conference	4

ELIGIBILITY

As per AICTE guidelines 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 skills and knowledge. Studios facilitate collaborative and creative art and design solutions to complex, open-ended problems. Studios are learning spaces where students develop capabilities, while navigating an interdisciplinary and transdisciplinary environment.

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

WORKSHOPS & ATELIERS provide intense learning experiences in making and doing, using art & design approaches.

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.

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

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/ARTIST IN RESIDENCE INVOLVES working in an industry or a design studio/artist or art studio for a prescribed period.

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

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.

MANIFESTO is a script to ignite action. It is a public declaration of views, ideas, intentions, goals and decisions that inspires one self or group. It includes a description of self, feelings that motivate, skills and experiences that will enable to work towards a cause. It can be text or visual or a combination, as long as it is a reflection of clarity for action.

GALLERY WALK is an annotated display of work done to explain the development of their creative practice.

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.

RESEARCH PAPER Running in tandem with the art/design project research paper can explore conceptual underpinnings of the project, develop public scholarship, prepare cases, and design research reports, evolve a business plan, creative practitioner statement etc.

CAPSTONE is the culmination of the practice and research capabilities acquired over the last three semesters. Students are required to submit either an artefact with an exegesis or a dissertation. Students are mentored during the capstone and go through seminars to get feedback from faculty and peer groups.

CONFERENCE provides a forum for students to share their research and creative practice.