



Animationslinjen line is a two-year basic education in animation. The education emphasizes analog techniques, artistic design and storytelling. We start from the craft and work in classic 2D technology. The application deadline is April 15.

Overall content

During the course you get basic knowledge in animation - the art of movement. This is done through studies of the movement and its significance for bringing drawings and dead things to life. Great emphasis is also placed on the story, where theory is interspersed with practice so that you can learn to express yourself and tell with animation. Throughout the education, we also have form and design exercises where you practice your vision and ability to shape environments and characters. Each student has their own workplace with digital drawing screen and animation table for analog animation.

Year 1

Term one - The movement

During the first semester, you work mainly with the movement. Based on the principles of animation, you will learn the basics of classic animation, both in terms of craftsmanship and technology. You get an introduction to the computer programs we use as well as a general orientation in different animation techniques.

Term two - The story

During term two, the focus shifts to the story. You will learn the basics of storytelling and dramaturgy, among other things through various exercises in storyboarding and editing.

Throughout the course, exercises and creative work will be conducted in parallel with continuous reaction in the field of tension between animation, art and film. The exercises in classical animation are mainly performed analogously with paper and pencil. Workstations for live animation as well as computers with software for film editing, digital processing, coloring, sounding, etc. are available at the school. During the course you will have the opportunity to try out different animation techniques and expressions. Exercises are given in both analog and digital tools.

Year 2

The second year of the animation line, you practice what you learned during the first year. Under the guidance of a teacher, you get the opportunity to work on a longer project. Some teaching takes place, but mainly the student works based on their own project description. Projects in year 2 can be that you immerse yourself in a certain technique, investigate a method, complete an animated short film or a combination of the above. It is also possible to work in groups. The student decides the content himself in consultation with the supervisor.

Work tests.

Work test 1.

A Storyboard / a picture story on the theme " Better late than never ".

Tell a story, or part of a story with pictures, without using text.

Use a maximum of 20 frames. Optional medium.

Work test 2.

Sketches according to living model (at least 5 pcs).

Draw with the subject in front of you, not from a monitor or photo. The motif does not have to be a nude model. You can draw a friend reading a book or someone you see in a café or in a waiting room.

Draw in full or half figure and use pencil or other traditional medium, not digital.

Work test 3.

Interior picture - the corner of a room (at least 1 pc).

Draw with the subject in front of you, not from a monitor or photo. Use pencil or other traditional medium, not digital.

Work test 4.

Character from the imagination A .

Create a character / creature and draw it in at least 4 different poses that describe movement.

Use pencil or other traditional medium, not digital.

Work test 5.

Character drawing from the imagination B.

Create 2 characters / creatures that interact. At least 2 examples.

Use pencil or other traditional medium, not digital.

Work test 6.

Optional pictures (5 - 10 pcs).

Send pictures you are happy with. If you send fan art or copies of other people's work, enter your reference. They can be made in different techniques, feel free to show digital work.

Work test 7.

Optional: If you have **animation or movie clips** you want to show - upload to Youtube or similar and attach a link.

Work test 8.

A personal letter must be attached to your application. Write a maximum of A4, where you tell about yourself and why you are applying to the Animation line.

The work samples are sent digitally together with your application. Save the files as JPG or PDF.

Name the samples with your name and the number of the exercise.

Ex: YOUR NAME_ work test 1, YOUR NAME_ work test 2_1 etc.

INTERVIEW: We call a selection, about 25 for an interview. The interviews will take place on site or digitally 18-20 May.

NOTICE: Notification of admission is made by email during the month of June.

How to apply?

Your digital application is supplemented with work samples. Based on the work samples, we select a number that we call for an interview. The interviews take place at school or in exceptional cases via Skype or similar. Notification of intake must be submitted no later than June.

At the moment we only have a Swedish portal for the application. Before you apply, send an email to the school and we will help you with the details or If you have other questions, you are free to contact us by email.

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