

FALMOUTH

UNIVERSITY

WELCOME TO ANIMATION WITH PLACEMENT YEAR AT FALMOUTH.

Dear [NAME]

Welcome to BA (Hons) Animation with Placement Year at Falmouth.

We're getting in touch with some important information about your course that will help you as you prepare to join us.

The Animation course is based in The Faculty of Screen, Technology & Performance with its physical location in the School of Film & Television. We are joined to the Games academy so your day-to-day study is surrounded by passionate film and television makers and all the resources, and you can also tap into the exciting technology and expertise at the Games Academy.

At the end of this letter, you will find a suggested reading list. It's not essential that you complete the reading before you start the course, but if you're looking forward to your studies and can't wait, we recommend these texts as inspiring reading.

You will also find a list of equipment that you should bring with you, as well as any other costs that you might incur throughout your course.

Your academic experience will be predominantly in person with some courses using a small amount of digital resources to support your learning. To engage in the digital learning activity, although you will be able to access IT suites on campus, you will benefit from a laptop to access the platforms and tools we use. You will be provided with free access to the Microsoft Office suite, (including Word, Excel and PowerPoint) while you study at Falmouth.

If you are eligible for a loan from Student Finance and have not yet applied, please do so immediately to ensure the loan is approved before you enrol. Once you enrol you are liable for the tuition fees. You can find more information from the Student Loans Company at: www.gov.uk/government/organisations/student-loans-company Advice on managing your finances whilst studying can be found on the University's website here: falmouth.ac.uk/study/student-funding/how-much-does-it-cost

Over the summer, you can join our Step into Falmouth Sessions. These online workshops are designed to provide advice and guidance on settling into university life. They are scheduled to take place across three weeks in July and August. Some of them will also be recorded so you can watch them back at a time that suits you. More information can be found at falmouth.ac.uk/experience/new-students/step-into-falmouth

Over the summer, if you have any questions, you can join the Student Mentor team on Discord to talk about the course, living in Cornwall and what to expect at Falmouth. Our mentors are already studying on your course, so ask them anything you like. Find them at falmouth.ac.uk/experience/new-students/mentoring. Alternatively, email your name and your course to: studentmentors@falmouth.ac.uk and they will be in touch.

Over the next few weeks, we'll email you more important information about your course and life at Falmouth. If you're going to be away or out of contact, make sure you ask someone to check your emails and reply on your behalf.

We know there is a lot to think about before you start at university. So, we're here to help. If you have any questions, just get in touch with Applicant Services on +44(0)1326 213730, use LiveChat on our website or email applicantsservices@falmouth.ac.uk

Finally, we wish you an enjoyable summer and we're looking forward to welcoming you to Falmouth in September.

Yours sincerely,

A handwritten signature in blue ink, appearing to read 'Nikki Marlborough', written over a horizontal line.

Nikki Marlborough
Course Leader BA (Hons) Animation

Getting started

Your offer

If you have a conditional offer, your place is subject to meeting those conditions. This means we're waiting to receive your results or some more information before your place can be finalised. You can see these conditions on your UCAS Hub

<https://accounts.ucas.com/account/login>

If you need to ask us anything about your offer, get in touch with our Applicant Services team on +44(0)1326 213730, use LiveChat on our website or email applicantsservices@falmouth.ac.uk

Enrolment and Student Terms & Conditions

You'll get an email two weeks before the start of term telling you how to enrol online. You'll need to enrol before the first day of term to officially register as a student of Falmouth University and receive your undergraduate student loan.

When you enrol, you'll need to agree to and comply with the University's Student Terms & Conditions. These Terms & Conditions are important, and we encourage you to read them carefully, before enrolling. You can find them under 'Student Terms & Conditions' on our website www.falmouth.ac.uk/student-regulations

Tuition fees (per year)

2023-2024 full-time UK: £9,250

2023-2024 full-time International: £17,460

2023-24 placement year: £1,850

Term dates

You can find our term dates on the website at falmouth.ac.uk/experience/term-dates/term-dates-2023-24

Study Block 1 starts on Monday 18 September.

Teaching and assessment will be throughout the full 15 weeks of the study blocks.

Your timetable

Your academic timetable shows all scheduled learning activities and your course timetable. It will be published in early September. After you've enrolled, you can view it via the Student Portal at falmouth.myday.cloud/ or the Falmouth University App. You can download the app by searching the Google Play Store or Apple Store.

Welcome Week

Your timetable will show you where you need to go and when on Monday 18 September and throughout the week.

This is the week when you'll meet your course mates, course tutors and University staff. There will be important inductions to both your course and the wider University facilities and services, in addition to social activities organised by the University and Students' Union.

Suggested reading/watching

Watch animation. It is important that you challenge yourself to vary your watch lists and look at animation content from all around the world and across a variety of styles from the classic movies to the present day. Exploring the current trends will help you get a sense of what is possible in the production of animation and how you can prepare your knowledge ready for your studies.

Invest time in building your creativity - continue learning and looking for opportunities to see the world around and express it through any medium you like such as photographs, drawing and story. You can never do enough observation and drawing so practice, practice, practice.

Please note that you do not have to purchase any of the books below, many if not all of the texts that you may need to access will be available in the library or online after you enrol. We recommend the following texts as inspiring reading to help prepare you for your studies:

Williams, R. 2001., *The animator's survival kit*. Faber and Faber. RRP £20.83.

This is a wonderful bible that provides the underlying principles of animation that every animator - from beginner to expert, classic animator to computer animation whiz - needs.

Glebas, F., 2008. *Directing the Story*. Routledge. RRP £29.00

We recommend this for understanding a structural approach to clearly and dramatically presenting visual stories.

Parr, P. 2018., *Sketching for Animation*. Bloomsbury Academic. RRP £26.75

This is a great book for 'Sketching for Animation' offering a wealth of examples, exercises and tips from an army of professional animators to help you develop essential sketching, technical drawing and ideation techniques.

We would also recommend:

Whitaker, H., 2009.' *Timing for animation*. Focal Press. RRP £18.35.

Hooks, E., 2011.' *Acting for animators*. Routledge. RRP £22.49.

Stanchfield, W., 2009. *Drawn to life*. Focal Press. RRP £16.65.

The Art of..... These inspirational books provide an exclusive look into the artistic exploration that goes into the making of animated films and Games. They feature concept art—including sketches, collages, colour scripts, character, worlds and much more.

We would also encourage you to start visiting Animation festivals. They are a key part of the industry for education, fans, and professionals. Getting to see new animation, networking and hearing from animators is so interesting and festivals take place all year. There's a great list of what's on offer at www.animation-festivals.com from around the world and with the increase in online festivals there may be some great opportunities to join the animation community online.

Equipment and costs

A laptop will be a good investment so you can control your work pattern when away from campus. A graphics tablet is also a good investment. We support Wacom tablets (as our computers have the drivers for the Wacom range) You can expect to spend between £60-£300 depending on your budget, buy the best you can afford.

Suitable models include:

Wacom Intuos, Cintiq, PL Tablet Drivers

Wacom Bamboo tablet drivers

You'll need to get the following to support the digital storage of your work:

- External hard drive (minimum 1TB) for backing up your own work.
- USB memory sticks (minimum 32 GB).

It would also be nice to get:

- Pen
- Craft knife
- Permanent marker
- Folders or portfolio for animation drawing/design work
- Folders to keep handouts and filed notes
- Good quality headphones – you will need these for working in the studio and for your sound-based projects

You should also look to invest in a range of materials for life and observational drawing:

- A4 sketchbook, A2 sketchbook, pocket-sized sketchbook.
- A good range of drawing pencils from H to 6B a sharpener and eraser

Other art materials that would be nice to get, but that aren't essential, include:

- Coloured pencils, pastels, inks or paints and paint brushes
- Dip pens
- Sellotape and masking tape
- Blu Tack and glue stick
- Scissors
- Ruler

We endeavour to provide everything that you will need to produce your animation work, however, you may still need to purchase some items during your studies. This might include some materials for making puppets or sets in stop motion. We do have armature wire and ball and socket armatures and a range of other materials for you to use.

All curriculum-specific software is available in the studios, but you may decide to purchase your own licences for specific programs like TV Paint, Dragon Frame, Maya or the Adobe Suite for working off-campus.

The price of these versions of software may vary, but you can expect to spend approximately £200 - £250 for TV Paint (wait until you get here, and we will try to provide you with a discount code) and a similar amount for the full Adobe suite.

Professional placement year

You can access support from the University Employability team to help you prepare and search for placement opportunities. Usually, students undertake paid placements so you should be able to earn whilst you are working. Depending on where your placement is, you will need to be prepared to factor in costs such as accommodation, costs of travel, etc. If you are unable to find a suitable placement, you will be able to transfer to the 3-year version of the course.

Study trips and costs

We endeavour to organise optional visits for location drawing and study which are subsidised and will cost approximately £15, which includes entry and transport to and from the campus.

We will also endeavor to organise a trip to FMX (a large VFX festival), and The Stuttgart International Animation festival, both in Stuttgart and both running at the same time in April. The cost of this trip is likely to be approximately £420. The trip is optional and it's not necessary to attend it in order to progress through your studies.