

Training Program of Animation Specialty

1. Training Goal

It is expected to endow students with good humanities, artistic accomplishments and aesthetic skills. Thus, they are able to adapt to the development of digital age and information society, master the basic knowledge, theories and methods of animation, comics, game design creation, production and related tool application. After systematic training and learning, they have the potentials to be an animation specialty in the fields of film and media, engaging in the planning, creation, production, dissemination, operation or management of animation and comics in the cultural industry.

2. Training Requirements

After finishing the training, students are supposed to

- (1) Master the basic theories and knowledge of animation, get familiar with the artistic trends related to animation art, understand the history of animation at home and abroad, and have a certain degree of understanding of relevant social sciences, humanities and natural sciences;
- (2) Be familiar with the basic animation production methods, animation derivatives planning and development, undertake the specific division of labor or overall coordination tasks in the animation production process, and have strong business innovation capabilities;
- (3) Get Familiar with marketing knowledge centered on Internet operations, resource organization and project management knowledge centered on management of the film and television industry;
- (4) Have a healthy physical and psychological quality, have a morally sound personality, have the ability to think creatively, be good at communication and exchange, and be full of teamwork spirit.

3. Main Subjects: Drama and Film Studies

4.Main Course: Basic Digital Animation, Film and Television Audio-visual Language, Animation Motion Law, Animation Character Design, Animation Scene Design, Animation Script Creation, Animation Sound Design, Three-dimensional Animation Technology, Post Synthesis Technology, Animation Derivative Development, Film and Television Industry Overview, etc.

5. Length of Schooling: 4 years full-time

6. Degree Awarded: Bachelor of Art

7. Credit Requirements: Students majoring in animation should take 165 credits (excluding extracurricular credits), of which 53 credits for general compulsory courses, 15 credits for general elective courses, 20 credits for basic subject courses, 67 credits for Specialty compulsory courses, 10 credits for Specialty elective courses, and 10 extracurricular credits for quality development. The total credits for students minoring in animation are 45 credits, including 7 credits for basic subjects and 38 credits for required major courses. Students from Hong Kong, Macao and Taiwan are not required to take the courses of “Military Theory and Training” as well as “Politics”. Instead, they will have other two courses on national conditions as replacement, namely “An Overview of China and Socialism” with “Chinese Characteristics: Theory and Practice”.

Table 1: Requirements of Graduation Credit (excluding extracurricular credits)

| Course Type | Course Nature | Minimum Credits for Graduation | Minor's credits |
|---|---------------|--------------------------------|-----------------|
| Public Courses | compulsory | 53.0 | 0.0 |
| | elective | 15.0 | 0.0 |
| Discipline-based Courses(Fundamental Courses) | compulsory | 20.0 | 7.0 |
| Specialized Courses | compulsory | 67.0 | 38.0 |
| | elective | 10.0 | 0.0 |
| Total | | 165.0 | 45.0 |

Table 2: Teaching Program Curriculum of Animation

| Course Category | Course Nature | Course Type | Course Identifier | Course Name | Credit | Weeks for Studying | Total Credit | Allocation of Hours | | | | Semester | | Allocation of Each Term | Minor Course | Assessment method |
|-----------------|-----------------------|-------------|--|---|--------|--------------------|--------------|---------------------|------------|----------|-------|----------|--------|-------------------------|--------------|-------------------|
| | | | | | | | | Lecturing | Practical | | | spring | autumn | | | |
| | | | | | | | | | Experiment | Practice | Other | | | | | |
| General Courses | Ideology and politics | Compulsory | The following political courses are suggested to hold within Term1-Term6 according to the sequential semesters. The total credit will be 12. | | | | | | | | | | | | | |
| | | | 18140062 | Comprehensive practice of ideology and politics | 2 | 3 | 32 | 0 | 0 | 32 | 0 | | | 1 | no | test |
| | | | 19410041 | Military Theory I | 1 | 15 | 15 | 15 | 0 | 0 | 0 | | | 1 | no | test |
| | | | 19140041 | Military Theory II | 1 | 15 | 15 | 15 | 0 | 0 | 0 | | | 1 | no | test |
| | | | 18140033 | Introduction to the Basic Principles of Marxism | 3 | 16 | 48 | 48 | 0 | 0 | 0 | √ | √ | 1-6 | no | examination |
| | | | 16123602 | Situation and Policy | 2 | 16 | 32 | 32 | 0 | 0 | 0 | | | 1-6 | no | test |
| | | | 18140023 | Outline of Chinese Modern History | 3 | 16 | 48 | 48 | 0 | 0 | 0 | √ | √ | 1-6 | no | examination |

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|-----------------------|------------|--|--|---|----|----|----|----|---|---|---|---|-----|----|-------------|
| | | 18140042 | Introduction to Maoism and Theoretical System of Socialism with Chinese Characteristics I | 2 | 16 | 32 | 32 | 0 | 0 | 0 | √ | √ | 1-6 | no | examination |
| | | 18140012 | Ideological and Moral Cultivation and Legal Foundation | 2 | 16 | 32 | 32 | 0 | 0 | 0 | √ | √ | 1-6 | no | examination |
| | | 18140052 | Introduction to Maoism and Theoretical System of Socialism with Chinese Characteristics II | 2 | 16 | 32 | 32 | 0 | 0 | 0 | √ | √ | 2-6 | no | examination |
| | Elective | 19140051 | The Sinicization of Marxism and the Mission of Young Students | 1 | 10 | 20 | 20 | 0 | 0 | 0 | | | 1 | no | test |
| Nature and Technology | Compulsory | 16131702 | Fundamentals of Computer Application | 2 | 16 | 32 | 8 | 24 | 0 | 0 | √ | | 2 | no | examination |
| | Elective | Please refer to “Guangdong University of Finance and Economics 2020 Edition General Elective Course Curriculum List” | | | | | | | | | | | | | |
| Literature and art | Compulsory | 16235102 | College Chinese | 2 | 16 | 32 | 32 | 0 | 0 | 0 | √ | | 2 | no | examination |
| | Elective | Please refer to “Guangdong University of Finance and Economics 2020 Edition General Elective Course Curriculum List” | | | | | | | | | | | | | |
| Exercise | Compulsory | | | | | | | | | | | | | | |

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|---------------------------------|------------|--|---------------------------------|-----|----|----|----|----|---|---|---|---|-----|----|-------------|
| and health | ory | 20000021 | Physical Health Education | 1 | 16 | 16 | 16 | 0 | 0 | 0 | √ | √ | 1-6 | no | test |
| | | 20410011 | Physiological Health Education | 1 | 16 | 16 | 16 | 0 | 0 | 0 | | | 2 | no | test |
| | | 16145502 | Mental Health Education | 2 | 16 | 32 | 32 | 0 | 0 | 0 | | | 2 | no | test |
| | Elective | Please refer to “Guangdong University of Finance and Economics 2020 Edition General Elective Course Curriculum List” | | | | | | | | | | | | | |
| Innovation and entrepreneurship | Compulsory | 1614150X | Career and Development Planning | 0.5 | 8 | 8 | 8 | 0 | 0 | 0 | | | 1 | no | test |
| | | 16141202 | Foundation of Entrepreneurship | 2 | 16 | 32 | 32 | 0 | 0 | 0 | | √ | 5 | no | examination |
| | | 1614480X | Career Guidance | 0.5 | 8 | 8 | 8 | 0 | 0 | 0 | | | 6 | no | test |
| | Elective | Please refer to “Guangdong University of Finance and Economics 2020 Edition General Elective Course Curriculum List” | | | | | | | | | | | | | |
| Expression and communication | Compulsory | 16312204 | Art English I | 4 | 15 | 60 | 45 | 15 | 0 | 0 | | | 1 | no | examination |
| | | 16312304 | Art English II | 4 | 16 | 64 | 48 | 16 | 0 | 0 | √ | | 2 | no | examination |
| | | 16312404 | Art English III | 4 | 16 | 64 | 48 | 16 | 0 | 0 | | √ | 3 | no | examination |

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| | | | 16312504 | Art English IV | 4 | 16 | 64 | 48 | 16 | 0 | 0 | √ | | 4 | no | examination |
| | | Elective | Please refer to “Guangdong University of Finance and Economics 2020 Edition General Elective Course Curriculum List” | | | | | | | | | | | | | |
| | Interdisciplinary, interdisciplinary | Elective | Please refer to the basic courses and Specialty courses offered in other Specialty talent training programs | | | | | | | | | | | | | |
| | Rule of Law and Society | Elective | Please refer to “Guangdong University of Finance and Economics 2020 Edition General Elective Course Curriculum List” | | | | | | | | | | | | | |
| | Thinking and method | Elective | Please refer to “Guangdong University of Finance and Economics 2020 Edition General Elective Course Curriculum List” | | | | | | | | | | | | | |
| Speciality Fundamental Course | Speciality Course | Compulsory | 18230043 | Basics to Colors | 3 | 8 | 48 | 12 | 36 | 0 | 0 | | | 1 | no | test |
| | | | 16061102 | Introduction to Art | 2 | 15 | 30 | 22 | 8 | 0 | 0 | | | 1 | no | examination |
| | | | 19170074 | Basics of Modeling | 4 | 15 | 60 | 20 | 40 | 0 | 0 | | | 1 | no | examination |
| | | | 18230154 | Basics of Design | 4 | 16 | 64 | 24 | 40 | 0 | 0 | √ | | 2 | no | test |
| | | | 20230533 | Chinese and Foreign Animation History | 3 | 16 | 48 | 48 | 0 | 0 | 0 | √ | | 4 | yes | examination |

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| | | | 18230134 | Basics of Digital Camera and Editing | 4 | 16 | 64 | 24 | 40 | 0 | 0 | √ | | 4 | yes | test |
| Specialized Courses | Specialty foundation Course | Compulsory | 20230042 | Introduction to Animation | 2 | 15 | 30 | 30 | 0 | 0 | 0 | | | 1 | no | test |
| | | | 16037303 | Fundamentals of Digital Animation | 3 | 15 | 45 | 15 | 30 | 0 | 0 | | | 1 | no | examination |
| | | | 20230493 | Film and Television Show | 3 | 16 | 48 | 12 | 36 | 0 | 0 | √ | | 2 | no | test |
| | | | 20230513 | Audiovisual Language | 3 | 16 | 48 | 48 | 0 | 0 | 0 | √ | | 2 | no | examination |
| | | | 20230543 | Animation Movement Law | 3 | 16 | 48 | 18 | 30 | 0 | 0 | √ | | 2 | no | test |
| | | | 16083103 | Animation Script Creation | 3 | 16 | 48 | 20 | 28 | 0 | 0 | | √ | 3 | yes | test |
| | | | 20230563 | Animation Scene Design | 3 | 16 | 48 | 12 | 36 | 0 | 0 | | √ | 3 | yes | test |
| | | | 18230513 | Cultural and Creative Industry Management | 3 | 16 | 48 | 48 | 0 | 0 | 0 | | √ | 3 | no | examination |
| | | | 20230553 | Animation Character Design | 3 | 16 | 48 | 12 | 36 | 0 | 0 | | √ | 3 | yes | test |

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| | | | 20230573 | Script Creation | 3 | 16 | 48 | 12 | 36 | 0 | 0 | | √ | 3 | yes | test |
| | | | 20230583 | 3D Animation Technology I | 3 | 16 | 48 | 12 | 36 | 0 | 0 | | √ | 3 | yes | test |
| | | | 20230603 | Animation Sound Design | 3 | 16 | 48 | 12 | 36 | 0 | 0 | √ | | 4 | yes | test |
| | | | 20230613 | Post-composite Technology | 3 | 16 | 48 | 12 | 36 | 0 | 0 | √ | | 4 | yes | test |
| | | | 20230593 | 3D Animation Technology II | 3 | 16 | 48 | 12 | 36 | 0 | 0 | √ | | 4 | yes | test |
| | | | 20230623 | Animation Pre-production | 3 | 8 | 48 | 0 | 48 | 0 | 0 | | √ | 5 | yes | test |
| | | | 20230643 | Animation Post-production | 3 | 8 | 48 | 0 | 48 | 0 | 0 | | √ | 5 | yes | test |
| | | | 20230633 | Animation Mid-production | 3 | 8 | 48 | 48 | 0 | 0 | 0 | | √ | 5 | yes | test |
| | | | 20230202 | Overview of Film and Television Industry | 2 | 16 | 32 | 32 | 0 | 0 | 0 | | √ | 5 | yes | examination |
| | | | 20230663 | Animation Derivative Product Development | 3 | 16 | 48 | 12 | 36 | 0 | 0 | √ | | 6 | no | examination |

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| | | | 20230653 | Visual Concept Design | 3 | 16 | 48 | 12 | 36 | 0 | 0 | √ | | 6 | no | test | |
| | Specialty direction Course | Elective | 18230123 | Digital Photography | 3 | 16 | 48 | 18 | 30 | 0 | 0 | | √ | 3 | no | test | |
| | | | 20230232 | Foshan Culture and Communication | 2 | 16 | 32 | 32 | 0 | 0 | 0 | √ | | | 4 | no | examination |
| | | | 18230213 | Digital Art Frontier Technology | 3 | 16 | 48 | 48 | 0 | 0 | 0 | √ | | | 4 | no | test |
| | | | 19230014 | Basics of Visual Arts Programming | 4 | 16 | 64 | 24 | 40 | 0 | 0 | | √ | | 5 | no | test |
| | | | 20230672 | Animation Advertising Creation | 2 | 8 | 32 | 12 | 20 | 0 | 0 | | √ | | 5 | no | test |
| | | | 20230683 | Freeze-frame Animation Creation | 3 | 8 | 48 | 12 | 36 | 0 | 0 | √ | | | 6 | no | test |
| | | | 20230212 | Thematic Study: Film and Television Tourism | 2 | 16 | 32 | 16 | 16 | 0 | 0 | √ | | | 6 | no | test |
| | | | 20230402 | Thematic Study: Film and Television Industry in GBA | 2 | 16 | 32 | 32 | 0 | 0 | 0 | √ | | | 6 | no | test |
| | | | 18230283 | Information Visualization | 3 | 16 | 48 | 24 | 24 | 0 | 0 | | √ | | 7 | no | test |
| | | | 20230502 | Production Management | 2 | 16 | 32 | 32 | 0 | 0 | 0 | | √ | | 7 | no | test |
| | Integrated use | Compulsory | 20230521 | Specialty Labor and Practice | 1 | 4 | 0 | 0 | 0 | 0 | 0 | | √ | 5 | no | test | |

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| | | | 20230452 | Specialty Display Training | 2 | 8 | 32 | 0 | 32 | 0 | 0 | √ | | 6 | no | test |
| | | | 18230613 | Graduation Project | 3 | 5 | 0 | 0 | 0 | 0 | 0 | √ | | 8 | yes | test |
| | | | 17014103 | Graduation Internship | 3 | 10 | 0 | 0 | 0 | 0 | 0 | √ | | 8 | no | test |

Notes:

1、Fifteen credits are required for the general optional courses. The students are required to study the courses in four modules at least.

2、Minor majors

(1)The minor majors shall be inter-discipline. Students may select minor courses from the third semester.

(2)Forty-five credits are required for the minor courses.

(3)The interdisciplinary courses in the modules which are the same as the minor courses can be selected with equal effectiveness to the latter.

(4)For students who have obtained 30 to 44 credits and meet requirements for the certificate for the minor major, certificates will be granted. For students who have obtained 45 or more credits and meet the requirements of the minor major degree, the Bachelor's Degree of the minor major will be granted.