

KONSTFACK – UNIVERSITY COLLEGE OF ARTS, CRAFTS & DESIGN
Mastercourse Storytelling MA2, 2012 week 46-50

Course description

From Text to motion, Storytelling in Film. or Surviving after school course.

6 higher education credits/ECTS credits

Course responsible teachers:

Adam Marko-Nord, director, producer and screenwriter,
Kalle Sandzén, junior lecturer

General description

Course in planning, financing and filmmaking. How to write applications for money or grants, making budgets for applications, and plan realistically for film or art projects. How to survive after school. And also make your own film during the course, regarding the above factors.

The course will make you:

- *learn about planning and structuring your work, regarding time and budget.*
- *understanding how to write applications for grants/money for your art/film*
- *make a short film/moving artwork with care for planning and economy.*

This is accomplished by lectures, writing exercises, meeting with creators, and an assignment resulting in a short film

Intended learning outcomes

On completion of *From text to motion* you are expected to demonstrate:

- *Understanding of how to realize a short film or motion production.*
- *How to make a budget for art or film production that can be used for grant applications.*
- *How to make a time-plan for a film or art production.*
- *How to write an application for grants or apply for money for film or art production.*
- *Understanding of different real world cases of how creator-driven films and art were realized.*
- *Improvement of your visual language in moving images.*

You are also expected to be able to:

- *Make a short film/animation with consideration of time and financing possibilities*
- *Plan and execute ideas for short films*
- *Know a minimum of one computer program for creating film and animation.*

Course contents

The following subjects are studied during the course:

- *Budgeting and writing applications, the financial side of art and film making.*
- *Planning artistic work.*
- *Animation, Film making and Storytelling.*

Course structure and forms of education

The overall goal with the course is to give you the keys to understanding how film- and artistic projects are realized in real life. This is made via lectures, shorter and longer assignments, discussions, practical work

Grades and forms of assessment

Course grades are pass (G) or fail (U). Active participation in classes is required for a passing grade. Students must present the individual work that has been assigned. They should be conceptually and visually developed to a completion.

Literature and learning material

Non compulsory literature:

1. "Guerilla Filmmakers Handbook". By Chris Jones and Genevieve Jolliffe.
2. "Kulturarbetarboken" Av Björn Lundén
3. "The Screenwriters Workbook". By Syd Field.
4. "Pictoplasma: The Character Encyclopedia" by Lars Denicke, Peter Thaler.
5. "Dot Dot Dash: Designer Toys, Action Figures And Character Art" By Robert Klanten, Matthias Hubner.
6. "The Animator's Survival Kit" by Richard Williams. A manual of methods, principles and formulas for classical, computer, games, stop motion and internet animators.