G. Program Creative Multimedia *Animation* (CM AN)

Overview

Animation is a popular creative sector in the industry because it has various interesting opportunities for work. The use of animation is increasing, especially in the field of advertising. Even in 2019, BEKRAF compiled a grand strategic document for the development of the 2017–2019 animation sub-sector to expand exposure to animated content in various sectors in Indonesia.

The growth of the animation industry is expected to grow faster and bigger along with the accretion of the Indonesian animation industry's demand for animation products on Over-The-Top (OTT) channels such as Youtube, Instagram, Netflix, Viu, GoPlay, etc., which creates an ecosystem for the Indonesian animation industry. Now they don't just rely on television or cinema to distribute their animated works.

Exit Profile of Animation Curriculum

After completing all modules, the students should be able to:
• Creating animation either 2D or 3D, advertising or short movie
• Coordinating planning schedule with right pipeline when making animation
• Understanding utilization animation in every project

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SEMESTER 1

Modules	Credit
Art & Design Fundamental	3
Photography	3
Typography	3
Basic Drawing	3
Visual Communication	2
2D Design	3
Design Presentation	1
Total Credits	**18**

SEMESTER 2

Modules	Credit
Animation Industry Introduction	2
Pipeline Production	2
Digital Drawing	3
2D Animation	4
Basic 3D Modeling & Texturing	3
3D Layout and Animation	3
Animate Appreciation	1
Total Credits	**18**

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SEMESTER 3

Modules	Credit
Advance 3D Modeling	3
Motion Graphic	3
3D Compositing & Rendering	2
Rigging & Skinning	3
Video Production	2
3D Animating : Acting	3
Animate Appreciation II	1
Total Credits	**17**

SEMESTER 4

Modules	Credit
Production Management	2
Portofolio Preparation	2
Creative Business	2
Capstone Project	6
Total Credits	**12**