

# Multimedia design and animation

Immanuel Kant Baltic Federal University

Degree or qualification is awarded: **Bachelor**

Language of study: **Russian**

Mode of study: **full-time**

Duration: **4 years**

Availability of free education: **no**

Price: **3 350 USD per year**

This course aims to provide an understanding of the animating techniques, both modern and traditional, that will allow you to "create the illusion of life". This knowledge will be useful in multimedia design, which is one of the most actively developing branches of commercial information visualization. As a result, graduates will become professionals in the fields of animation, audiovisual and digital content. One of the key modules in this course is a partnership with the SOYUZMULTFILM film studio, which will allow the students to gain unique experience in animating. Taking this course involves mastering the following professional computer programs: Adobe Photoshop, Autodesk Maya, Z-Brash, Adobe Illustrator, InDesign, Autodesk 3ds Max, Premiere Pro, After Effects, Toon Boom. Practising teachers will share their experiences in the field and the secrets of the profession. You will be able to do your internship in the SOYUZMULTFILM film studio as well as various Kaliningrad-based commercial, advertising and multimedia companies. Additional online-courses and workshops will ensure future employment for the graduates.

Participating in professional competitions will allow you to improve your networking skills and plan your professional development. Graduates of this course will be able to find employment in many fields, such as media, TV, advertisement and web-design. You will be able to work both on personal projects and in such companies as SOYUZMULTFILM.

## Specializations within this programme

What will I study?

- History of science, design and technology
- History of art
- Copyright laws
- Colour studies and colouristics
- Layout and paper-plastic
- Sketching • Plastic modelling
- Landscape design
- Architectural and urban planning
- Architectural physics
- Ergonomics and anthropometry
- Architectural and design materials science
- Natural and cultivated objects of landscape design