**Slide 1**

Dear students of 2019 in Animation major and Film major of Korea-China School of New Media. I am the Dean of International College at Dongseo University. With my whole heart, I welcome you all to Dongseo University next year.

We are still fighting against COVID-19. In that context, Dongseo University will do its best to secure the safety of the students in campus by following the regulations imposed by Korean Government and Dongseo University Emergency Committee.

**Slide 2**

Today, I would like to explain you of the joint education of Korea-China School of New Media-Busan and Wuhan for the year 2021. The main goal of the education is to run the curriculum that targets creation of animation films, whether it be 2D or 3D for Animation major and motion pictures for Film major. The animation films and motion pictures could be linked to your graduation works.

**Slide 3**

Let’s take a look at three education goals.

**The first goal** is to run the curriculum that focuses on creation of 2D or 3D animation films or motion pictures. The curriculum will guide you through the same production pipeline used in professional studios. This year 2020, in the time of pandemic COVID 19, Korea-China School of New Media-Busan’s Animation major students have created 27 animation films, and Film major students created 25 motion pictures, (short films).

**The second goal** is to provide education, through which students ‘learn and make’ digital art contents at the same time.

 **The third goal** is to have the constant collaboration between Korea-China School of New Media-Wuhan and Busan to provide the excellent education to students and also to have the joint research over education among professors of Wuhan and Busan.

The accomplishment of these three goals depends on you all. All the professors in Dongseo University will encourage you to accomplish these goals during your study with us whether it be online or offline.

**Slide 4**

Here, I want to explain you about the year 2021 curriculum of education for the students of 2019. To receive Dongseo University’s bachelor’s degree, you must take more than 33 credits. It is a Korean Higher Education law and policy. The total number of credits for the 2019 students is currently 26 for Animation major and 32 for Film major.

So Dongseo University cannot issue Bachelor’s degree. For example, in the first semester of 2021, you must take more than 17 or 16 credits. In the second semester, you must take more than 16 or 17 credits in Dongseo University.

So Dongseo University inevitably changed the number of credits of each course, and also changed certain major elective courses to major required courses. **These changes are not arbitrary; they are based on the three education goals and the Korean Higher Education law.**

Dongseo University will ensure that you all receive a bachelor’s degree under Korean Higher Education law by having you take more than 33 credits in the year 2021 and also provide you with the utmost education in this pandemic.

**Slide 5**

Now, I will explain you of the changes in credit numbers and the major required and elective courses. I will, first, go with the animation major.

**Slide 6**

What you see is the Animation major curriculum in Wuhan and Busan of the first semester. Courses are classified according to the production pipelines: Pre-production, production, and post-production. In the red box, the total credits are 12 with all the courses in 2 credits.

Two courses 动画概念设计 (Animation Concept Design) and 三维角色设计及制作(3D Character Design and Production) are required courses. Elective courses are 三维动画制作 2(3D Animation Production 2), 骨骼绑定基础(Basic Rigging), 动画导演基础(Basic Animation Directing)’ and 三维游戏建模基础(Basic 3D Game Modelling).

Please look at the blue box, the education in Busan. Based on the education goals, you can see the change in total credits in Busan. You can also see the changein the credits of some courses. Unlike the courses in Wuhan, 5 courses are major required.

Only one course, 三维游戏建模基础(Basic 3D Game Modelling) is optional. If you want to build strong skill of modelling and texturing, select “Basic 3D game modelling.”

So, if you only take required courses, the total credits is 16. But if you want to take one extra course, “Basic 3D game Modelling”, the total credit will be 18.

**Slide 7**

Now, the second semester.

**Slide 8**

What you see is curriculum of the second semester in Wuhan and Busan. Courses are classified according to the production pipelines: Pre-production, production, and post-production.

 In the red box, the total number of credits in Wuhan is 14 from 2 to 3 credits. Two courses **角色动画基础** (Basic Character Animation) and **三维场景设计与制作**(3D Background and Production) are required courses. All the other courses such as **专业作品集创作(**Portfolio Workshop), **动画视觉特效(**Animation Visual Effects), **VR 内容开发**(VR Contents Development), and ‘**高级骨骼绑定**(Advanced Rigging) are electives.

Please look at the blue box, the education in Busan. Based on the education goals, the total number of credits in Busan are changed from 14 to 17 or 19. Unlike the courses in Wuhan, 5 courses **角色动画基础** (Basic Character Animation)’, ‘**三维场景设计与制作**(3D Background and Production)’, ‘**专业作品集创作(**Portfolio Workshop)’, ‘**动画视觉特效(**Animation Visual Effects),’ and **‘VR 内容开发**(VR Contents Development)’ are required courses. They are a must in making animation films.

The remaining one course, **高级骨骼绑定**(Advanced Rigging) is optional. If you want to empower the skill of Character Setup skill, you should take the course ‘**高级骨骼绑定**(Advanced Rigging).’

So, the total credits will be 17 if you only take required courses. But if you take “**高级骨骼绑定**(Advanced Rigging)”, the total credits will be 19.

**Slide 9**

To sum up, if you take required courses only in each semester, the total comes to 33, and you can get the DSU bachelor’s degree.

**Slide 10**

If you take an optional course only in the Spring semester, the total credits will be 35.

**Slide 11**

If you take an optional course only in the Fall semester, the total credits could be 35.

**Slide 12**

Now, I will move to the Film major. I will explain you of the changes in credit numbers and the major required and elective courses in both semesters. We will start with the first semester.

**Slide 13**

What you see is the Film major curriculum in Wuhan and Busan in the first semester. Courses are classified according to the production pipelines just like the ones in Animation major: Pre-production, Production, and Post-production.

As you can see in the red box, the total number of credits is 14 with all the courses in 2 credits. In Wuhan, only 视觉特效(Visual Effects) and VR 内容开发(VR Contents Development) are required courses. All the other courses, 电影照明技术 (Advanced Film & Video Lighting), 故事分析(Scenario Analysis), 声音创作和编辑(Sound Production), 高级数字灯光 (Advanced Digital Lighting), and 高级数字绘景 (Advanced Digital Matte Painting) are electives.

Please look at the blue box, the curriculum in Busan. Besides 视觉特效(Visual Effects) and VR 内容开发(VR Contents Development), 电影照明技术 (Advanced Film & Video Lighting), 故事分析(Scenario Analysis), and 声音创作和编辑(Sound Production) are changed to required courses.

In Busan, only 高级数字灯光 (Advanced Digital Lighting) and 高级数字绘景 (Advanced Digital Matte Painting) are elective courses. You can choose one of these two courses, not both. You can either choose ‘高级数字灯光(Advanced Digital Lighting) or 级数字绘景 (Advanced Digital Matte Painting). If you want to empower the skill in digital lighting, take the course ‘高级数字灯光(Advanced Digital Lighting). If you want to empower the skill in digital matte painting, take the course 级数字绘景 (Advanced Digital Matte Painting). The syllabuses of these two courses will be provided. So, read them carefully and make your choice.

You take 6 required courses and 1 elective course, the total credits will be 18 credits.

**Slide 14**

Now, the second semester for Film major.

**Slide 15**

Please look at the curriculum in Wuhan and Busan. Courses are classified according to the production pipelines: Pre-production, Production, and Post-production as well.

As you can see in the red box, the total number of credits is 18. In Wuhan, three courses, 新媒体企划设计(New Media Planning) and 高级数字合成(Advanced Digital Composition), and 专业实习(Major Practicum) are required courses. All the other 5 courses- 影视制作管理 (Production Management), 高级数字摄影(Advanced Digital Cinematography), 粒子效果(Particle Effect), 新媒体短片创意制作(New Media Planning), and 媒体数据管理(Media Data Management) are electives.

Please look at the blue box, the curriculum in Busan. You can see the changes in credits in some courses. In Busan, both 新媒体短片创意制作 (New Media Project Planning) and 媒体数据管理 (Media Data Management) are elective courses. If you want to empower computer graphics production skill, you can take 新媒体短片创意制作 (New Media Project Planning). If you want to empower production management skill, you can take 媒体数据管理 (Media Data Management).

You can choose one of these courses, 新媒体短片创意制作 (New Media Project Planning) or 媒体数据管理 (Media Data Management).

**Slide 16**

If you take only required courses in both semesters, the total will be 31 and you cannot get the DSU bachelor’s degree. So, you must select an elective course

**Slide 17**

Now, if you take one elective course only in the Spring semester, the total will be 34. So, you can get the DSU bachelor’s degree.

**Slide 18**

If you take one elective course only in the Fall semester, the total credits will be 33. You can get the DSU bachelor’s degree.

**Slide 19**

If you take elective courses in both semesters, the total will be 36.

**Final Video**

Well, I have so far explained you of three important education goals, Korean Higher Education Law, and the changes in the total number of credits and major required and elective courses in Busan. Also, I explained what course you must choose as an elective in your major. I hope to see you all next year, whether it be online or offline. Also your works at the 3rd DSU International College Digital Arts Show. Until then, let us stay safe and healthy.