

2D Character Animation Diploma

Introduction

This is a comprehensive 3 months program that provides you with all what is needed to be a professional 2D Character Animator.

The diploma starts from scratch in animation and covers different animation techniques like cut-out and frame by frame animation.

Who should take this Diploma?

Those who can draw and love drawing, and those who appreciate the two-dimensional animation and want to become 2D Animators where they make drawn characters alive.

Things to know before entering this diploma

General knowledge of drawing is required for this diploma or attending Nayzak Drawing course

Diploma Duration: 20 classes, 3 hours per class

Diploma contents

- 1-** Introduction to animation techniques, types and history
- 2-** Drawing revision 1 and Animation Principles: Part 1 (lightbox)
- 3-** Drawing revision 2 and Animation principles: Part 2 (lightbox)
- 4-** Introduction to Toonboom
- 5-** Animation principles part 3 applications on Toonboom
- 6-** Animation principles part 4 applications on Toonboom
- 7-** Rigging cutting and tracing in cut out animation Toonboom
- 8-** Walk cycle in frame by frame animation Toonboom
- 9-** Walk cycle cut out animation
- 10-** Run-cycle in both
- 11-** Walk with styles
- 12-** Run and jump exercise cutout animation
- 13-** Effects morphs and redraw
- 14-** Lip-sync and expressions
- 15-** Creating facial rig in cutout animation
- 16-** Mini Project
- 17-** Acting 1
- 18-** Acting 2
- 19-** Video editing and Storyboard
- 20-** Final Project

Attendance Policy

Being absent more than 15% percent of the diploma classes is an automatic fail.

Grading

Attendance: 10 % Assignments: 15 % Class Work: 15% Mini Project 20% Final Project 40%