

2D Animation

Introduction

This course is designed to teach students the fundamentals of frame-by-frame animation, enabling them to create scenes in the purest form of traditional animation. Positioned at the end of the Concept Art & Animation specialization, the 2D Animation course builds on students' advanced drawing, character design, and environment design skills. By combining these strong artistic foundations with animation techniques, students will be equipped to produce high-quality animated artwork

Course Pre-requisite

Character Design is required for the 2D Animation course
Or equivalent high level skills in drawing and digital painting

Course Duration: 22 classes, 3 hours per class

Course contents

Class 1 Introduction

- Traditional Animation History
- Animation Types
- 12 principles overview

Class 2-3 Adobe Animate

- Interface
- Setting up timeline, layers, and custom brushes
- Drawing frames with brush tools

Class 4 Squash and Stretch

- Exaggeration Importance in Animation
- Bouncing Objects

Class 5 Anticipation and Follow-through

- Anticipation purpose
- Jumping with anticipation

Class 6 Weight and Gravity

- Animating heavy vs. Light objects

Class 7 Slow-in/Slow-out & Arcs

- Polishing motion using easing

Class 8-9 Walk-Cycle

- Key poses breakdown
- In-betweens and Polishing movement

Class 10 Runcycle

- Walk-cycle VS Run-cycle
- Basic Run Cycle

Class 11 Morphing and Transitions

Class 12 Perspective and Camera Movement

Class 13-14 Parkour Animation

- Analyzing Parkour Jump
- Key-poses
- Finalizing

Class 15 Character Interaction with Objects

- Lifting, pushing and pulling

Class 16 Basic Compositing

- Introduction to combining animated elements with static backgrounds
- Learning to manage layers and place elements in the scene

Class 17 Clean-up and Coloring

- From rough to clean drawings
- Layer management and line consistency
- Flat coloring and adding shadows and highlights to characters
- Using digital coloring tools within the software

Class 18-19 Final Project Pre-Production

- Character Design and Environment Concept
- Storyboard and Animatics

Class 20-22 Final Project Production

- Animation
- Compositing and Sound Design
- Final Project Submission

Attendance Policy

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

Grades

Grades are based mainly on student attendance and his work on the 2D animation project.