



UNIVERSITI TEKNOLOGI MARA

CTA433: 2D ANIMATION WORKSHOP

Course Name (English)	2D ANIMATION WORKSHOP APPROVED
Course Code	CTA433
MQF Credit	3
Course Description	Students are exposed to the production of 2D animation which introduces to the process including development techniques and management of animation projects from pre-production, production and post production. In enhancing the animated cartoon, this course emphasizes on the importance of the principles of animation through various tools such as flipbook to help students to develop further understanding of 2D animation concepts. This course works in collaboration with the Dimensional Design for Animation course.
Transferable Skills	Demonstrate the ability to dream, imagine and visualize
Teaching Methodologies	Lectures, Blended Learning, Demonstrations, Practical Classes, Tutorial, Workshop, Computer Aided Learning, Supervision
CLO	CLO1 Explain the basic principles of 2D animation CLO2 Display an understanding of the techniques and equipment (including hardware and software) used in the traditional and 2D computer animation CLO3 Develop skills involved in the development of 2D animation within selected references.
Pre-Requisite Courses	No course recommendations
Topics	
1. Course Briefing & Introduction 1.1) 2D animation techniques and process. 1.2) Assignment 01 Brief: Animation Principle & History Of Animation	
2. Introduction into Animation Principle 2.1) 12 Animation Principles 2.2) Group Assignment 01 Presentation	
3. Traditional Classical Hand Drawn Animation. Straight on Animation 3.1) Introduction to Making Flipbook. 3.2) Straight on Animation 3.3) Exercise 01: 2 Flip Book Animation	
4. Principles of animation Ease(Slow)-in Ease(Slow)-Out. 4.1) Timing and staging 4.2) Exercise 02: Ball rolling	
5. Principles of animation Ease(Slow)-in Ease(Slow)-Out. 5.1) Weight & Arc 5.2) Exercise 03: Bouncing Rubber Ball	
6. Principles of animation: Timing 6.1) Timing and staging 6.2) Weight in Animation 6.3) Exercise 04: Ping Pong & Bowling Ball	
7. Principles of animation : Arc 7.1) Arcs with timing/space. 7.2) Exercise 05: pendulum	
8. Principles of animation: Squash & Stretch 8.1) Stretch, squash, bend & twist. 8.2) Exercise 05: flour sack: jump turn and twist	

9. Box & Flour sack :Timing, weight, ease in & out. 9.1) Exercise 06: box flip
10. Principles of animation: Drawing, Consistent & Appeal 10.1) Planning and storyboard. 10.2) Consistency, timing and quality of drawing, appeal in turnaround exercise. 10.3) Exercise 07: Turnaround 10.4) Final Assignment : Characteristic flour sack brief
11. Staging & Key animation 11.1) Final Assignment: Characteristic flour sack progress. 11.2) Key animation check
12. Key pose & line test 12.1) Final Assignment: Characteristic flour sack progress
13. Final Project Progress 13.1) Complete Animation check
14. Final Project Assessment 14.1) Presentation

Assessment Breakdown	%
Continuous Assessment	100.00%

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	Weekly Exercise Exercise 01: 2 Flip Book Animation. Exercise 02: Ball rolling Exercise 03: Bouncing Rubber Ball Exercise 04: Ping Pong & Bowling Ball Exercise 05: pendulum Exercise 05: flour sack: jump turn and twist Exercise 06: box flip Exercise 07: Turnaround 2D animation techniques and process • Principles of animation • Timing, weight, ease in & out. Stretch, squash, bend & twist. Arcs with timing/space Timing and staging Weight in Animation • Principles of animation Ease(Slow)-in Ease(Slow)-Out. Timing and staging	40%	CLO2
	Final Project	Flour Sack	40%	CLO3
	Group Project	Animation Principle & History Of Animation. Student will make a research and present about Basic Animation Principles and History of Animation	20%	CLO1

Reading List	Recommended Text	<ul style="list-style-type: none"> • Richard Williams 2001, <i>The Animator's Survival Kit</i>, 2009 Ed., Faber and Faber limited • John Halas , Harold Whitaker 2009, <i>Timing for Animation</i>, Focal Press [ISBN: 0240521609] • Kit Laybourne 1998, <i>The Animation Book: A Complete Guide to Animated Filmmaking--From Flip-Books to Sound Cartoons to 3- D Animation</i>, Three Rivers Press; Rev Sub edition
	Reference Book Resources	<ul style="list-style-type: none"> • Preston J. Blair 2003, <i>Animation 1: Learn to Animate Cartoons Step by Step</i>, Walter Foster Publishing • Tony White 2011, <i>Tony White's Animator's Notebook: Personal Observations on the Principles of Movement</i>, Focal Press
Article/Paper List	This Course does not have any article/paper resources	
Other References	This Course does not have any other resources	