



UNIVERSITI TEKNOLOGI MARA

CTA553: 2D ANIMATION SEMINAR AND WORKSHOP

Course Name (English)	2D ANIMATION SEMINAR AND WORKSHOP APPROVED
Course Code	CTA553
MQF Credit	3
Course Description	This course is an advanced course focuses on 2D animation which students immerse themselves in the theory and practice of animation in this intensive project-based hands-on workshop and seminar. Topics covered will include managing 2D cel-based animation projects digitally, developing 2D cartoon character drawing, scripting for character animation, dope sheets, key framing and in-betweening, line test. This course emphasizes the importance of the principles of cartoon character which able to convey movement, emotion and mood.
Transferable Skills	Demonstrate the ability to dream, imagine and visualize
Teaching Methodologies	Lectures, Blended Learning, Lab Work, Studio, Demonstrations, Tutorial, Workshop, Supervision
CLO	<p>CLO1 Follow to the stimulating process work of 2D animation</p> <p>CLO2 Build an animated short based on the ability to discuss critically, issues related to 2D animation process.</p> <p>CLO3 Develop ability in criticism in technical and aesthetic 2D animation works of peers and self</p>
Pre-Requisite Courses	No course recommendations
Topics	
1. Introduction of Digital Animation 1.1) Course Objective and Outcome.	
2. Introduction to Toon Boom Studio 2.1) Workout on software user guides and interface. 2.2) Assignment 1: Ball with Tail 10 sec.	
3. Review and comments on timing & key frames on ball animation 3.1) • Assignment 1 continues 3.2) • Proceed on In-betweens	
4. Review and comments on animating the tail 4.1) • Assignment 1 continues 4.2) • Proceed on In-betweens on tail	
5. Assignment 2: The Walk 5.1) Brief on topic descriptions and objective	
6. Review on key frames 6.1) • Assignment 2 continues 6.2) • Comments and amendment on keys	
7. Review on timing key frames 7.1) • Assignment 2 continues 7.2) • Comments and amendment on keys	
8. Review on extreme and keys 8.1) • Assignment 2 continues 8.2) • Start on in-betweens	
9. Review on complete animation includes BG and camera work 9.1) Assignment 2 submission	

10. The Jump 10.1) Brief on topic descriptions. 10.2) Discuss on ideas and timing
11. Review on extreme and keys 11.1) Assignment 3 continues
12. Review on extreme and keys 12.1) • Start on in-betweens
13. Review on in-betweens 13.1) • Proceed on finishing assignment
14. Final Presentation Portfolio 14.1) Final check on Animation timing

Assessment Breakdown	%
Continuous Assessment	60.00%
Final Assessment	40.00%

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	Ball with Tail 10 sec. Brief on topic descriptions and objective . timing & key frames on ball animation. Review and comments on animating the tail. Proceed on In-betweens on tail.	20%	CLO1 , CLO2
	Assignment	The Walk • Brief on topic descriptions and objective • Review on key frames • Review on extreme and keys. • Start on in-betweens • Review on complete animation includes BG and camera work.	20%	CLO1 , CLO2 , CLO3
	Assignment	The Jump. Brief on topic descriptions. • Discuss on ideas and timing • Review on extreme and keys • Start on in-betweens • Proceed on finishing assignment.	20%	CLO1 , CLO2 , CLO3

Reading List	Recommended Text	<ul style="list-style-type: none"> Richard Williams 2001, <i>The Animators Survival Kit</i>, 2009 Ed., 20, Faber and Faber Limited Bloomsbury House, Great Russel Street, London [ISBN: 0-571-23834-7] John Halas and Harold Whitaker 1981, <i>Timing for Animation</i>, 2009 Ed., Focal Press [ISBN: 978-02405216]
	Reference Book Resources	<ul style="list-style-type: none"> Hedley Griffin 2000, <i>The Animator's Guide to 2D Computer Animation</i>, Focal Press [ISBN: 978-02405157] Francis Glebas, <i>The Animator's Eye: Adding Life to Animation with Timing, Layout, Design, Color and Sound</i>, Focal Press Preston J. Blair 2003, <i>Animation 1: Learn to Animate Cartoons Step by Step</i>, Walter Foster Publishing
Article/Paper List	This Course does not have any article/paper resources	
Other References	This Course does not have any other resources	