



UNIVERSITI TEKNOLOGI MARA

FAA421: PRINCIPLES OF ANIMATION (2D)

Course Name (English)	PRINCIPLES OF ANIMATION (2D) APPROVED
Course Code	FAA421
MQF Credit	2
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 and digital animation to help students to develop further understanding of 2D animation concepts
Transferable Skills	Demonstrate professional skills, knowledge and competencies
Teaching Methodologies	Lectures, Studio, Demonstrations, Tutorial
CLO	CLO1 Explain the basic principles of 2D animation CLO2 Demonstrate an understanding of the techniques and equipment (including hardware and software) used in the traditional and 2D computer animation CLO3 Practice skills involved in the development of 2D animation within selected references
Pre-Requisite Courses	No course recommendations
Topics	
1. Introduction and exposure to animation 1.1) N/A	
2. Traditional Classical Hand Drawn Animation 2.1) Flip Book Animation exercise	
3. Animation Principle 3.1) N/A	
4. Ease (Slow)-in Ease (Slow)-Out. 4.1) Timing Ball movement	
5. Timing and staging 5.1) Ball on Ramp/ledge	
6. Squash and Stretch 6.1) Bouncing Rubber Ball	
7. Weight in Animation 7.1) Bouncing Ping Pong and Bowling Ball	
8. Follow-through and Overlapping Action 8.1) Ball with a tail	
9. Arcs with timing and space 9.1) Pendulum	
10. Consistency and quality of drawing. 10.1) Flour Sack Assignment	
11. Idea & key layout planning 11.1) Final Assignment Flour Sack progress	
12. Final Assignment Flour Sack Layout 12.1) Timing and staging	

13. Final Assignment Flour Sack Progress

13.1) Weight and clean up

14. Final Portfolio Presentation & Assessment

14.1) N/A

Assessment Breakdown		%		
Continuous Assessment		100.00%		
Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	secondary and follow thru	30%	CLO2
	Assignment	Timing Exercise	30%	CLO1
	Assignment	Flour Sack Exercise	40%	CLO3
Reading List	Recommended Text	<ul style="list-style-type: none"> • Williams, Richard 2001, <i>The Animator's Survival Kit</i>, Faber & Faber Ltd • Whitaker, Harold & Halas, John 2002, <i>Timing for Animation</i>, Focal Press 		
Article/Paper List	This Course does not have any article/paper resources			
Other References	<ul style="list-style-type: none"> • book Griffin, Hedley. 2001, <i>The Animator's Guide to 2D Computer Animation.</i> , Focal Press, Great Britain • website <i>Animation Meat</i> http://www.animationmeat.com • book Laybourne, Kit. <i>The Animation Book.</i>, Crown Publication 			