UNIVERSITI TEKNOLOGI MARA

FAA532: 2D ANIMATION ADVANCE: VISUAL EFFECTS

Course Name (English)	2D ANIMATION ADVANCE: VISUAL EFFECTS APPROVED
Course Code	FAA532
MQF Credit	3
Course Description	Students will learn the 2D computer digital art of visual effects which include the brief history of visual effects, basic concept of gravity, dynamics, particles, squash, stretch, exaggeration, loop cycle, wave, arch and weight in creating an elements. These concepts are imperative in the making of fine 2D animation and realistic look elements such as water, wind, explosions, vibration, dust and smoke, motion blur and depth of field. This course works will develop and explore advance animated sequence in 2D animation.
Transferable Skills	On completion of the course the student will be able to: Apply numerical skills to interpret, use and analyse information and subject matter Undertake independent and self-directed study and learning in digital animation using Toon Boom studio software. Apply the knowledge of animating visual effects. Work safely and accurately within time management constraints.
Teaching Methodologies	Lectures, Blended Learning, Discussion, Presentation
CLO	CLO1 Apply the particle of 2D animation effects onto the final product CLO2 Demonstrate the application of 2D effects animation to the development of the final product CLO3 Adapt the concept of gravity, weight, timing and spacing in drawing elements of the real world into the application of 2D animations
Pre-Requisite Courses	No course recommendations

Topics
1. WEEK 1 1.1) Course Briefing & Introduction
2. WEEK 2 2.1) Introduction of Toon Boom Harmony Interfere
3. WEEK 3 3.1) Introduction to 2D Special Effects
4. WEEK 4 4.1) The Special Effects Categories I
5. WEEK 5 5.1) The Special Effects Categories II
6. WEEK 6 6.1) The Flow of Special Effects I
7. WEEK 7 7.1) The Flow of Special Effects II
8. WEEK 8 8.1) The Particle of Special Effects I

9. WEEK 9 9.1) The Particle of Special Effects II
10. WEEK 10 10.1) The Particle of Special Effects III
11. WEEK 11 11.1) The Timing in Special Effects I
12. WEEK 12 12.1) The Timing in Special Effects II
13. WEEK 13 13.1) Consultation
14. WEEK 14 14.1) Final Project Submission & Presentation

Assessment Breakdown	%
Continuous Assessment	100.00%

Details of Continuous Assessment

Assessment Type	Assessment Description	% of Total Mark	CLO
Assignment	Practicing skills in 2D special effects by weekly lectures	30%	CLO1
Assignment	Applying two types of 2D Special Effects in a simple animation scene.	30%	CLO2
Final Project	Presentation on Final Project by creating a new short animation and apply 2D special effects.	40%	CLO3

Reading List

Recommended Text

- **Richard Williams 2009, *The Animator's Survival Kit: Expanded Edition*, Faber & Faber Ltd [ISBN: 978-057123834]**
- **Harold Whitaker & John Halas 2002, *Timing for Animation*, Focal Press [ISBN: 978-024052160]**
- **Joseph Gilland 2009, *Elemental Magic Vol.1. The Art of Special Effects Animation*, Focal Press [ISBN: 978-024081163]**
- **Joseph Gilland 2011, *Elemental Magic, Volume II: The Technique of Special Effects Animation*, Focal Press [ISBN: 978-024081479]**

Article/Paper List: This Course does not have any article/paper resources

Other References: This Course does not have any other resources