UNIVERSITI TEKNOLOGI MARA

GDT216: 2D ANIMATION

Course Name (English)	2D ANIMATION APPROVED
Course Code	GDT216

MQF Credit	3

Course Description	Students enrolled in 2D Animation will be exposed to various aspects of developing 2D Animation project using traditional techniques and computer technology. Students will go through various stages in producing 2D Animation such as developing the stories, designing the character, storyboarding, animating process, digital coloring, digital compositing, sound, editing and rendering.

Transferable Skills	-Knowledge in a specific area -Practical skills -Thinking and Scientific Skills

Teaching Methodologies	Lectures, Demonstrations, Tutorial, Discussion, Presentation

CLO		
	CLO1	Prepare a compilation of the pre-production process in order to facilitate the direction during the production stage
	CLO2	Construct the 2d Animation video clips based on the storyboard before finalized in the post-production stage
	CLO3	Demonstrate the competency to develop and produce 2D animation in creative techniques and skill

Pre-Requisite Courses	No course recommendations

Topics
1. Introduction to Animation 1.1) i.Definition of 2D Animation 1.2) ii.History of animation 1.3) iii.The use of animation
2. Understanding the Principles of Animation 2.1) • Squash & stretch 2.2) • Anticipation 2.3) • Follow through and overlapping action 2.4) • Arc 2.5) • Secondary action 2.6) • Timing 2.7) • Exaggerate
3. Pre-production: Brainstorming & Storyline 3.1) i.Brainstorming idea and concept 3.2) ii.Script/storyline structure 3.3) • Introduction, action, climax, falling act, resolution
4. Pre-production: Character Design 4.1) i. Introduction to the character development process 4.2) ii. Model sheet in 2D animation production 4.3) • general knowledge the use and purpose in animation production 4.4) iii. Development character design & facial expression 4.5) • the needs and importance in animation production
5. Pre-production: Storyboard 5.1) i. Introduction to storyboard and the use 5.2) ii. Understanding the conceptual & 5.3) production storyboard 5.4) ii. Understanding the development of good storyboard

6. Pre-production: Storyboard- Cinematography
6.1) i. Camera techniques
6.2) • close up / medium close up/ extreme close up
6.3) • long shot/medium shot /extreme long shot
6.4) • tilt shot
6.5) • panning shot
6.6) • zoom shot
6.7) • point of view shot
6.8) • tilt up/down

7. Pre-production: Animatic
7.1) i. Definition and the use of animatic
7.2) ii. Understanding the development of animatic video
7.3) • Video editing software
7.4) • Format setting
7.5) • Layer & Compositing
7.6) • Import picture
7.7) • Timeline & timing
7.8) • Rendering and output file

8. Production: Digitalization
8.1) i. Understanding the production stage process
8.2) ii. Preparation to build the characters, props and environment
8.3) • coloring

9. Production: Animate
9.1) Animate each scene based on from storyboard
9.2) • Working area
9.3) • Format setting
9.4) • Layer & Compositing
9.5) • Composition setting
9.6) • Timeline & timing
9.7) • Rough Animation
9.8) • Key Animation
9.9) • In-between Animation

10. Production: Sound Design
10.1) Preparation for sounds
10.2) • Recording
10.3) • Finding voice over
10.4) • Sound effects
10.5) • Background music

11. Production: Compositing
11.1) i. Combine the animated scene
11.2) ii. Rendering & Video Output

12. Post-Production: Final Mix
12.1) Mixing & edit sound in animation
12.2) • Voice over
12.3) • Sound effect
12.4) • Music background

13. Post-Production: Editing / Compositing
13.1) • Cut and delete
13.2) • Transition
13.3) • Video / Special effects
13.4) • Titles & Credits

14. Post-Production: Render
14.1) Process for final assemble the animated scenes in video format
14.2) • Rendering & video output

Assessment Breakdown	%
Continuous Assessment	100.00%

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	Concept, Ideation & Process - Exposed student to prepare the artwork portfolio reflecting on their knowledge, techniques and creativity. They will understand and experience the importance of planning and preparing proper pre production stage-storyline, concept & theme, character design, storyboard and animatic video. Student will also include all on going and continuous design process (visual research & sketches) in this compilation.	30%	CLO1
	Assignment	Video clips development - Exposed and develop the student's skill plus enhance their understanding on 2D Animation production. The student will utilize various techniques from the beginning stage of 2D Animation production design up till using computer software to execute each scenes based on from storyboard	40%	CLO2
	Final Project	Video production of 2D Animation - Exposed students to understand the post-production process and produce a complete 2D animation video in a creative technique and skills	30%	CLO3

Reading List	Recommended Text	
		1. Francis Glebas 2008, *Directing the Story: Professional Storytelling and Storyboarding Techniques for Live Action and Animation* [ISBN: 978-024081076]
		2. Frank Thomas & Ollie Johnston 1995, *The Illusion of Life: Disney Animation* [ISBN: 0-89659-233-2]
		3. Hans Bacher 2013, *Dream Worlds: Production Design for Animation* [ISBN: 978-024052093]
		4. Marcos Mateu-Mestre 2010, *Framed Ink: Drawing and Composition for Visual Storytellers* [ISBN: 978-193349295]
		5. Mark A. Simon 2013, *Storyboard: Motion in Art*, 3rd Edition Ed. [ISBN: 978-024080805]
		6. Mike Mattesi 2017, *FORCE: Dynamic Life Drawing*, 3rd Edition Ed. [ISBN: 978-113891957]
		7. Preston Blair 2020, *Cartoon Animation with Preston Blain, REVISED EDITION!: Learn techniques for drawing and animating cartoon characters* [ISBN: 978-163322890]
		8. Richard E. Williams 2009, *The Animator's Survival Kit, Expanded Edition: A Manual of Methods, Principles and Formulas for Classical, Computer, Games, Stop Motion and Internet Animators* 3rd Edition Ed. [ISBN: 978-057123834]
Article/Paper List	This Course does not have any article/paper resources	
Other References	This Course does not have any other resources	