UNIVERSITI TEKNOLOGI MARA

FAA541: 2D CHARACTER ANIMATION

Course Name (English)	2D CHARACTER ANIMATION APPROVED
Course Code	FAA541

MQF Credit	4

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 digital animation projects, developing 2D cartoon character drawing, scripting for character animation, dope sheets, keyframing and inbetweening, line test. This course emphasizes the importance of the principles of cartoon character which able to convey movement, emotion and mood.

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 a figure or character. Work safely and accurately within time management constraints

Teaching Methodologies	Lectures, Studio, Tutorial

CLO		
	CLO1	Demonstrate the character into the stimulating work of 2D animation process on face expression.
	CLO2	Practice a different style on character profile and turnaround pose for walk cycle.
	CLO3	Formulate accordingly to the process on making a lip sync through observation on real subject matter

Pre-Requisite Courses	No course recommendations

Topics

1. WEEK 1- Character Design & Action Analysis I
1.1) 1 - Characterization
1.2) 2 - Personality based on body gesture

2. WEEK 2 - Character Design & Action Analysis II
2.1) 1 - Characterization
2.2) 2 - Personality based on body gesture

3. WEEK 3 - Character Design & Action Analysis III
3.1) 1 - Characterization
3.2) 2 - Personality based on body gesture

4. WEEK 4 - Character Animation I
4.1) 1 - Characterization
4.2) 2 - Personality based on body gesture

5. WEEK 5 - Character Animation II
5.1) 1 - Movements
5.2) 2 - Principles of Animation

6. WEEK 6 - Character Animation III
6.1) 1 - Movements
6.2) 2 - Principles of Animation

7. WEEK 7 - Character Animation IV 7.1) 1 - Movements 7.2) 2- Principles of Animation
8. WEEK 8 - Acting & Pantomime I 8.1) 1 - Profile Gesture 8.2) 2 - Profile Personality
9. WEEK 9 - Acting & Pantomime II 9.1) 1 - Lip movement 9.2) 2 - Acting 9.3) 3 - Dialog
10. WEEK 10 - Lip Sync I 10.1) Lip movement
11. WEEK 11 - Lip Sync II 11.1) Lip movement
12. WEEK 12 - Lip Sync III 12.1) Lip movement
13. WEEK 13 - Discussion and Tips 13.1) N/A
14. WEEK 14 - Final Project 14.1) Presentation and Submission

Assessment Breakdown	%
Continuous Assessment	100.00%

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	Walk Cycle Run Cycle Jump Cycle	30%	CLO1
	Assignment	Lip Sync Acting	30%	CLO2
	Final Project	Dialog Interaction between 2 Characters 3 Character Walk Cycle	40%	CLO3

Reading List	Recommended Text	• **Williams, Richard 2001, *The Animator's Survival Kit.*, Faber & Faber Ltd** • **Whitaker, Harold & Halas, John 2002, *Timing for Animation.*, Focal Press** • **Griffin, Hedley 2001, *The Animator's Guide to 2D Computer Animation.*, Focal Press Great Britain** • **Laybourne, Kit 1998, *The Animation Book.*, Crown Publication**
Article/Paper List	This Course does not have any article/paper resources	
Other References	This Course does not have any other resources	