



UNIVERSITI TEKNOLOGI MARA

FFA124: FUNDAMENTALS OF 2D ANIMATION

Course Name (English)	FUNDAMENTALS OF 2D ANIMATION APPROVED
Course Code	FFA124
MQF Credit	3
Course Description	This course focuses on the dynamic of animation practice. The visual dynamics of popular culture for instance comics, graphic novels, anime, pop promos, advertising, websites dedicated to the interest of cult tv, movies, fan cultures, contemporary modern art and any aspect of visual culture that has entered into the mainstream of the popular imagination by the selected artist and animator.
Transferable Skills	On completion of the course the student will be able to: Identify visual dynamics that has entered into the mainstream of the popular imagination by the selected artist and animator. Recognize fundamentals of animation involved in the production of 2D animation Intergrate the principles of animation with understanding of visual dynamics in producing animation.
Teaching Methodologies	Lectures, Blended Learning, Tutorial, Presentation
CLO	CLO1 Demonstrate the fundamentals of animation in all forms of 2D animation. CLO2 Achieve the basic principles of animation as a fundamental aspect in basic 2D animation. CLO3 Perform the principles of animation techniques in the production of 2D animation project.
Pre-Requisite Courses	No course recommendations
Topics	
1. WEEK 1 1.1) Course Briefing, Introduction & Principles of Animation	
2. WEEK 2 2.1) Ping Pong Ball I	
3. WEEK 3 3.1) Ping Pong Ball II	
4. WEEK 4 4.1) Bowling Ball I	
5. WEEK 5 5.1) Bowling Ball II	
6. WEEK 6 6.1) Rubber Ball I	
7. WEEK 7 7.1) Rubber Ball II	
8. WEEK 8 8.1) Ball with Tail I	
9. WEEK 9 9.1) Ball with Tail II	
10. WEEK 10 10.1) Ball with Tail III	

11. WEEK 11 11.1) Walk Cycle I
12. WEEK 12 12.1) Walk Cycle II
13. WEEK 13 13.1) Discussion and Tips
14. WEEK 14 14.1) Presentation and Submission

Assessment Breakdown		%	
Continuous Assessment		100.00%	

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	2D Animation Technique: Ball with Tail	30%	CLO2
	Assignment	2D Animation Technique: Ping Pong, Bowling & Rubber Ball	30%	CLO1
	Final Project	Walkcycle	40%	CLO3

Reading List	Recommended Text
	<ul style="list-style-type: none"> • Griffin, Hedley 2001, <i>The Animator's Guide to 2D Computer Animation</i>, Focal Press GB • Richard Williams 2002, <i>The Animator's Survival Kit</i>, 2 Ed., Faber & Faber [ISBN: 978-057120228] • Steve Roberts 2011, <i>Character Animation Fundamentals: Developing Skills for 2D and 3D Character Animation</i>, 1 Ed., Focal Press [ISBN: 978-024052227] • John Halas & Harold Whitaker 2009, <i>Timing for Animation</i>, 2 Ed., Focal Press [ISBN: 978-024052160]

Article/Paper List	This Course does not have any article/paper resources
Other References	This Course does not have any other resources