UNIVERSITI TEKNOLOGI MARA

GDT254: 2D ANIMATION

Course Name (English)	2D ANIMATION APPROVED
Course Code	GDT254

MQF Credit	4

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 specific area -Practical skills -Thinking and Scientific Skills

Teaching Methodologies	Lectures, Studio, Demonstrations, Tutorial, Discussion, Presentation

CLO		
	CLO1	Interpret the definition, functions and understanding the basic principles in animation production
	CLO2	Construct ideation and creative solution for 2D Animation process development
	CLO3	Complete a short video of 2D animation production in a creative techniques to deliver the contents

Pre-Requisite Courses	No course recommendations

Topics
1. Week 1: Syllabus Overview 1.1) Course Description 1.2) Course Objectives 1.3) Course contents 1.4) Project overview 1.5) Evaluation method
2. Week 2: Introduction to animation 2.1) Concept/Definition/2D Animation 2.2) Brief History of Animation 2.3) Form 2.4) Application 2.5) 2D Animation Process
3. Week 3: Animation; Methods & Principles 3.1) Methods: 3.2) Straight ahead 3.3) Pose to Pose - Keyframe, Breakdowns, In-betweens 3.4) Combination Straight Ahead & Pose to Pose 3.5) 3.6) Principles: 3.7) Squash & Stretch 3.8) Anticipation 3.9) Exaggeration
4. Week 4: Animation; Pre-Production 4.1) Script/Story 4.2) Storyboard 4.3) Animatic Storyboard 4.4) Character Design 4.5) Cinematography

5. Week 5: Animation; Production
5.1) Work area
5.2) Format setting
5.3) Layer & Compositing
5.4) Composition setting
5.5) Import
5.6) Timeline
5.7) Timing
5.8) Output

6. Week 6: Animation; Production
6.1) Digital coloring & Compositing
6.2) Digital Camera techniques – i.e. pan, zoom in & out etc.
6.3) Output Setting issues

7. Week 7: Animation; Production (continue)
7.1) n/a

8. Week 8: Animation; Post-Production: Sound
8.1) Sources
8.2) Software
8.3) Record sound
8.4) Mixing & edit sound
8.5) Save format

9. Week 9: Animation; Post-Production: Editing
9.1) Aspect Ratio
9.2) Cut and delete
9.3) Transition
9.4) Video Effects
9.5) Titles & Credits
9.6) Output
9.7) Rendering

10. Week 10: Animation; Post-Production: Editing (continue)
10.1) n/a

11. Week 11: 2D Animation Project
11.1) Progress & critiques

12. Week 12: 2D Animation Project
12.1) Progress & critiques

13. Week 13: 2D Animation Project
13.1) Progress & critiques

14. Week 14: Final Assessment
14.1) n/a

Assessment Breakdown	%
Continuous Assessment	100.00%

Details of Continuous Assessment	Assessment Type	Assessment Description	% of Total Mark	CLO
	Assignment	Project 2: Animatic - Exposed student to prepare an animatic video as a preliminary view of their animation production before entering the production process. Student needs to present the animatic video in the class and get the feedback from lecturer and friends to improvise any scenes needed before entering the animate process.	20%	CLO2
	Final Project	Project 3: Final project- 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 their story to produced 2D animated movie.	50%	CLO3
	Portfolio/Log Book	Project 1: 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. Student will also include all on going and continuous design process (visual research & sketches) in this compilation.	30%	CLO1

Reading List	Recommended Text	
		Kit Laybourne 1998, *The Animation Book*, Three Rivers Press (CA) [ISBN: 0517886022]
		Richard Williams 2002, *The Animator's Survival Kit*, Faber & Faber [ISBN: 0571202284]
		Chris Patmore 2003, *The Complete Animation Course*, Barron's Educational Series [ISBN: 0764123998]
		Harold Whitaker,John Halas 2002, *Timing for Animation*, Taylor & Francis [ISBN: 0240517148]
		Robin Beauchamp 2005, *Designing Sound for Animation*, Taylor & Francis [ISBN: 9780240807331]
		Mark Simon 2007, *Storyboards*, Taylor & Francis [ISBN: 0240808053]
		Steven Withrow 2009, *Secrets of Digital Animation*, Rotovision [ISBN: 2888930145]
		Hedley Griffin 2000, *The Animator's Guide to 2D Computer Animation (Visual Effects and Animation)*, Focal Press [ISBN: 024051579X]
Article/Paper List	This Course does not have any article/paper resources	
Other References	This Course does not have any other resources	