

2D Animation Fundamentals

Introduction

This course focuses on frame-by-frame animation in 2D. It starts from scratch with the basic animation principles then the body mechanics including walk-cycle, run and jump as well as basics effects and morphing.

Things to know before entering this course

Very good knowledge of Digital Drawing or Digital Painting course is required for this course

Course Duration: 14 classes, 3 hours per class

Course contents

Class 1

- Introduction to animation
- Animation schools and types
- Drawing for animation

Class 2

- Drawing for animation 2

Class 4-6

- Principles of animation

Class 7

- Mini project

Class 8

- Animating in perspective

Class 9-10

- Basic walkcycle

Class 11

- Stylized walkcycle

Class 12-13

- Run and Jump

Class 14

- Effects and morphing

Attendance Policy

Being absent more than 15% percent of the course classes is an automatic fail.

Grades

Grades are based mainly on attendance, Assignments and final project