

Acting for Animation

Introduction

This course is for both student of 2D and 3D animation where it focuses on study of body language and creating believable animated acting performances and dialogues.

Things to know before entering this course

2D Fundamental's course or 3D Animating advanced course or equivalent knowledge

Course Duration: 12 classes, 1 hours per class

Course contents

Class 1

- Pantomim
- Video references and main poses

Class 2

- Focus on Good Acting
- Shot 1 keys and breakdowns

Class 3

- Animating Facial Expressions
- Shot 1 inbetweens and finalizing
- Audio files preparations

Class 4

- Hands
- Shot 2 planning

Class 5

- Personality and Logic
- Shot 2 Keys and Breakdowns

Class 6

- Lipsync
- Shot 2 Inbetweens

Class 7

- Multi-character Animation
- Shot 2 finalizing and adding lip-sync
- Preparing audio for dialogue

Class 8

- Acting Review
- Planning Final shot (video reference and main poses)

Class 9-12

- Final shot keys and breakdowns
- Inbetweens
- Lipsync
- Finalizing and Submission

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