

Advanced 2D Animation and Introduction to Stop-Motion Animation

Length of course:
3 Months (12 Weeks)

Schedule:
2 evenings per week, 2 hours per session

Level:
Intermediate

Course Description:

This course is designed for learners who have completed our introductory animation course and wish to delve deeper into the art of 2D and Stop-Motion. Learners will explore a variety of stop-motion techniques and gain a comprehensive understanding of the twelve principles of animation. The curriculum focuses on hands-on experience with fundamental techniques of stage, prop, and character design, utilizing rigs, winders, and set design. The course will also integrate the use of industry-standard digital software, encouraging learners to blend traditional and modern animation techniques.

Why Stop-Motion Animation?

Stop-motion animation provides a unique opportunity for learners to explore their animation skills in greater depth. The frame-by-frame nature of this technique promotes a profound understanding of animation principles and concepts, particularly the twelve principles of animation. While a tutor will be available for guidance, learners are expected to take significant responsibility for their own learning and research.

Aims:

- Promote a deep understanding of the twelve principles of animation.
- Teach proper referencing techniques for all character animations.
- Foster a deeper understanding of character animation.
- Develop skills in working with cameras for animation.
- Improve understanding of timing in animation.

Objectives:

- All learners' test animations will be based on one or more of the twelve principles taught in the course. Students will learn how to apply these principles as needed.
- All animations must be supported by student-researched reference materials. Students will be shown how to find and create appropriate reference materials.
- Students will create a series of walk cycles, head turns, eye blinks, and other animations that incorporate character and emotion.
- Students will learn how to work with and rig cameras to improve and explore their shots.

Basic Course Outline:

Weeks 1-2: Introduction to course contents, software interface, and walk cycles. Continuation of walk cycles with a focus on character and expression. Students must produce a variety of walk cycles with distinct character and emotion.

Weeks 3-4: Introduction to head turns, eye blinks, and secondary animation using the principle of arc motion. Continuation of head turns, eye blinks, and secondary animation using the principle of arc motion.

Weeks 5-6: Introduction to set design and working with backgrounds. Continuation of set design and working with backgrounds.

Week 7: Introduction to rigging cameras and setting up camera shots. Continuation of rigging cameras and setting up camera shots.

Week 8: Designing wireframe characters for animation.

Week 9: Working with mouth shapes for lip-sync.

Weeks 10-12: Animation production and presentation.

Students will learn how to:

- Navigate and work within the animation software interface
- Create walk cycles with distinct character, personality, expression, and emotion
- Animate head turns and eye blinks
- Apply secondary animation using the principle of arc motion
- Design sets and work effectively with backgrounds
- Rig cameras and set up camera shots
- Design wireframe characters for animation
- Create and use mouth shapes for lip-sync
- Develop animation projects through production
- Prepare and present completed animation work