

## **COURSE CONTENT**

<b>Course Code</b>	DT3000
<b>Course Title</b>	Advanced Drawn Animation
<b>Pre-requisites</b>	DT2000
<b>No of AUs</b>	3
<b>Contact Hours</b>	39 Contact Hours

### **Course Aims**

This course will introduce you to sophisticated techniques of 2D animation and builds upon learning in DT2000. You will learn how to use 2D animation software and the entirety of the 2D production process will be covered. Through a series of hand drawn exercises, you will gain a practice-based experience of advanced animation techniques. This course is designed to further your skills in this medium and prepare you to create your own animated film.

### **Intended Learning Outcomes (ILO)**

By the end of this course, you should be able to:

1. Describe the complex elements of motion as applied to character animation in 2D.
2. Apply your knowledge of advanced principles of animation to a range of challenges that demonstrate complex scene and character interaction.
3. Develop a complex scenario that demonstrates proficient camera technique and effects in 2D animation.
4. Create accomplished animations that reflect mood, attitude, weight, timing and composition effectively.
5. Critique your own work and your peers' work in a clear and constructive manner.

### **Course Content**

- **2D animation pipeline.**  
Overview of key concepts and theories around the creation of motion through drawing  
Using characters of your own choosing you will create animations that will focus on different aspects of such principles. Introduction to different digital and analogical solutions for the creation of 2D films
- **How to create animation set up.**  
An exploration of character and environment to show your understanding of staging, weight, and composition and how you can create a convincing scene demonstrating how a character interacts with the environment and how through the use of proper camera placement you can create a complex cinematic scenario.
- **Developing proficiency with pose weight and attitude in relation to complex human locomotion and acting.**  
Building on your existing skillset, you will explore key issues and concepts of complex motion. Through the use of a live action and animation examples you will apply advanced concepts in the creation of character motion in a range of perspective settings and interactions with the environment and other characters.
- **Transfer the knowledge acquired to your own personal work.**  
Through a series of exercises and in-class projects, you will explore a range of advanced animation problems pertaining to creating original movement. Developed through lectures, workshops, peer and instructor feedback, you will apply advanced principles and problem solving approaches to a series of scenarios that deal with movement, weight,

staging, and timing.