

Course Unit	2D Animation	Field of study	Visual Arts/Computer Science
Bachelor in	Game Design	School	School of Public Management, Communication and Tourism
Academic Year	2023/2024	Year of study	1
Type	Semestral	Semester	2
Workload (hours)	162	Contact hours	T - 60 TP - 60 PL - 60 TC - 60 S - 60 E - 60 OT - 60 O - 60
		Level	1-1
		ECTS credits	6.0
		Code	8309-801-1201-00-23

T - Lectures; TP - Lectures and problem-solving; PL - Problem-solving, project or laboratory; TC - Fieldwork; S - Seminar; E - Placement; OT - Tutorial; O - Other

Name(s) of lecturer(s) Ana Lucia Jesus Pinto

Learning outcomes and competences

At the end of the course unit the learner is expected to be able to:

1. Understand both theory and practices of traditional and digital techniques of Animation (2D) and how they evolved;
2. Use 2D Animation design and development tools;
3. Show basic and fundamental skills of 2D animation;
4. Develop skills of character animation;
5. Develop skills of animated assets design for digital games;
6. Understand and apply work processes inherent to animation projects.
7. Understand how animation can be used to communicate and entertain.

Prerequisites

Before the course unit the learner is expected to be able to:
Developed drawing skills; Adobe Photoshop / Illustrator;

Course contents

Introduction to 2D animation; Animation project processes; Introduction to traditional 2D animation techniques; 2D Digital animation tools; Visual expressiveness in animation; Animation principles.

Course contents (extended version)

1. Introduction to 2D animation:
 - How animation works;
 - Visual concepts in animation (light, color, texture, effects, movement, timing, sequence);
 - Animation history.
2. Animation project processes:
 - Pre-production: script, storyboard and animatic;
 - Animation production stages;
 - Pos-production.
 - Staging: clear presentation of an idea: action, time, plan, point of view, scenario, motion.
3. Introduction to traditional 2D animation techniques
 - Basic principles of animation;
 - Straight ahead and In-between animation;
 - Timing;
 - Slow in and Slow out;
 - Anticipation;
 - Secondary action, follow through e overlapping actions;
 - Squash and Stretch;
 - Animation Cycle.
4. 2D Digital animation:
 - Advanced animation concepts on digital media;
 - Assets Animation;
5. Visual expression in animation:
 - Characters animation;
 - Personality;
 - Visual joke;
 - Exaggeration.

Recommended reading

1. Gasek, Tom (2012) Frame-by-frame stop motion the guide to non-traditional animation techniques. Focal Press ISBN: 978-0-240-81728-6
2. Webster, C. (2012). Action Analysis for Animators. Ed. Focal Press. ISBN 9780415115971
3. White, Tony (2006) Animation from Pencils to Pixels Classical Techniques for the Digital Animator
4. White, Tony (1992). The animator's workbook. London: Phaidon Press. ISBN 10 0714825662
5. Williams, R. (2002). The Animator's Survival Kit : A Manual of Methods, Principles, and Formulas. Ed. Faber & Faber. ISBN 9780865478978

Teaching and learning methods

The curricular unit is based on theoretical and hands-on approaches. Theoretical sessions cover syllabus contents that will be called up and used in practical classes in which conceptual and technical processes are valued, as well as the methodologies and strategies employed. The non-face-to-face schedule presupposes an active attitude on the part of the students, related to the proposed exercises.

Assessment methods

1. Final Assessment - (Regular, Student Worker) (Final)
 - Practical Work - 85% (Hands-on exercises. Minimum grade for each one: 7 /20. Mandatory submission of all exercises)
 - Practical Work - 5% (Project developed in the interdisciplinary week.)
 - Practical Work - 10% (Integrated Project)
2. Final Assessment - (Regular, Student Worker) (Supplementary, Special)
 - Practical Work - 75% (Hands-on exercises. Minimum grade for each one: 7/20. Mandatory submission of all exercises)
 - Presentations - 10% (Project pitch.)
 - Reports and Guides - 15% (Pre-production elements and work report.)

Language of instruction

1. English
2. Portuguese

Electronic validation

Ana Lucia Jesus Pinto	Barbara Costa Vilas Boas Barroso	Carlos Sousa Casimiro da Costa	Luisa Margarida Barata Lopes
03-05-2024	05-05-2024	20-05-2024	21-05-2024