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Course Unit	2D Animation			Field of study	Visual Arts/Computing Science	
Bachelor in	Game Design			School	School of Public Management, Communication and Tourism	
Academic Year	2021/2022	Year of study	1	Level	1-1	ECTS credits	6.0
Type	Semestral	Semester	2	Code	8309-414-1201-00-21	

Workload (hours)	162	Contact hours	T	-	TP	30	PL	30	TC	-	S	-	E	-	OT	-	O	-

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 the 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 for character animation;
5. Develop skills of animated assets design for digital games;
6. Understand how animation can be used to communicate and entertain.

Prerequisites

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

Course contents

Introduction to 2D animation; Animation processes; Introduction to traditional 2D animation techniques; 2D Digital animation; Visual expression in animation:

Course contents (extended version)

1. Introduction to 2D animation:
    - How animation works;
    - Visual concepts in animation (light, color, texture, effects, movement);
    - Animation history.
2. Animation 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.
3. Introduction to traditional 2D animation techniques
    - Basic principles of animation;
    - Straight ahead and In-between;
    - Timing;
    - Slow in and Slow out;
    - Antecipation;
    - 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. White, Tony (2006) Animation from Pencils to Pixels Classical Techniques for the Digital Animator
2. Webster, C. (2012). Action Analysis for Animators. Ed. Focal Press. ISBN 9780415115971
3. Wells, P. (1998). Understanding Animation. Ed. Routledge. ISBN 9780415115971
4. White, T. (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 covers 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. Distributed assessment - (Regular, Student Worker) (Final, Supplementary)
    - Practical Work - 85% (Hands-on exercises (minimum grade: 7 points).Mandatory submission of all exercises.)
    - Practical Work - 5% (Project developed in the interdisciplinary week.)
    - Practical Work - 10% (Integrated Project)
2. Distributed assessment - (Regular, Student Worker) (Special)
    - Practical Work - 100% (Hands-on exercises and short-term projects. Topics indicated at the beginning of the assessment)

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
26-05-2022	30-05-2022	31-05-2022	06-06-2022