2D ANIMATION

UNIT CODE: ME/CU/AN/CR/06/5/MA

Relationship to Occupational Standards
This unit addresses the unit of competency: develop 2D animation

Duration of Unit: 120 hours

Unit Description
This unit specifies the competencies required to develop 2D animation. It involves setting scene character, creating exposure sheet, creating poses-poses character animation, creating in- between poses animation and cleaning animation poses.

Summary of Learning Outcomes

Elements	Hours
Set scene character	22
Create exposure sheet	20
Create pose to pose character animation	26
Create in between character poses	26
Clean animation poses	26
Total hours	**120**

Learning Outcomes, Content and Suggested Assessment Methods

Learning Outcome	Content	Suggested Assessment Methods
1. Set scene character	1.1. Introduction to 2D animation 1.2. Principles of animation 1.3. 2D animation software user interface 1.4. Library of props 1.5. Character library 1.6. Composition setting	• Written tests • Observation • Oral questions • Third party report • Interviewing • Project and report writing
2. Create exposure sheet	2.1. Animatic analysis 2.2. Exposure sheet layout 2.3. Action 2.4. Audio 2.5. Timing 2.6. Cell levels 2.7. Camera instructions	• Written tests • Observation • Oral questions • Third party report • Interviewing • Project and report writing

3. Create pose to pose character animation	3.1 Frame–frame animation 3.2 Pose-pose animation 3.3 Timing 3.4 Key frames drawings	• Written tests • Observation • Oral questions • Third party report • Interviewing • Project and report writing
4. Create in-between character poses	4.1. Extreme poses 4.2. Key poses 4.3. Passing position poses 4.4. Breakdown poses 4.5. In-between poses	• Written tests • Observation • Oral questions • Third party report • Interviewing • Project and report writing
5. Clean animation poses	5.1. Animation charts. 5.2. Character silhouettes 5.3. Animation background 5.4. Lip-syncing 5.5. Sound syncing 5.6. Validation of principles of animation	• Written tests • Observation • Oral questions • Third party report • Interviewing • Project and report writing

Suggested Methods of Instruction
- Project
- Demonstration by trainer
- Practice by the trainee
- Discussions
- Direct instruction
- Case study
- Audio –visual aids

Recommended Resources

- Computers
- Audio recorder
- Internet
- Digital Cameras
- Magazines
- Testing books
- Animation films

- Text books
- Editing & recording studio
- Computer software
- Television
- Drawing sets
- Drawing tables
- A4 Colour scanner
- Stereo studio headset
- Digital tablet
- Flash drives