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: 130 hours

Unit Description
This unit specifies the competencies required to develop 2D animation. It involves setting scene character, creating exposure sheet, creating pose to pose character animation, animating cut-out characters, creating in- between poses animation, cleaning animation poses, and directing camera techniques.

Summary of Learning Outcomes

Elements	Hours
Set scene character	15
Create exposure sheet	12
Create pose to pose character animation	26
Create in-between character poses	20
Animate cut-out characters	20
Clean animation poses	17
Direct camera techniques	20
Total hours	**130**

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	• Observation • Oral questions • Third party report • Interviewing • Project and report writing •
2. Create exposure sheet	2.1 Animatic analysis 2.2 Exposure sheet layout	• Observation • Oral questions

	2.2.1 Action 2.2.2 Audio 2.2.3 Timing 2.2.4 Cell levels 2.2.5 Camera instructions	• 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	• 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	• Observation • Oral questions • Third party report • Interviewing • Project and report writing
5. Animate cut-out characters	5.1 Setting key frames on time-line 5.2 Extreme key-key frames 5.3 Key position key frames 5.4 Passing position key frames 5.5 Breakdown key frames 5.6 In-between poses 5.7 Set keys and motion keys 5.8 Motion curves	• Observation • Oral questions • Third party report • Interviewing • Project and report writing
6. Clean animation poses	6.1 Animation charts. 6.2 Character silhouettes 6.3 Animation background 6.4 Lip-syncing 6.5 Sound syncing 6.6 Validation of principles of animation	• Observation • Oral questions • Third party report • Interviewing • Project and report writing

7. Direct Camera techniques	1.1 Camera parameters 1.2 Camera shots 1.3 Camera movements. 1.4 Camera angles 1.5 Staging	• Observation • Oral questions • Third party report • Interviewing • Project and report writing

Suggested Methods of Delivery
- 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 Drawing Tablet
- Flash drives