The 2D animation course that will teach traditional principles necessary for building a strong foundation in hand drawn animation using Adobe Animate. The students will also work on the fundamentals of animation such as squash and stretch, arcs, timing, as well as core drawing skills such as perspective, volume, proportion and anatomy. This class also emphasizes artistic creativity, intending to push the boundaries of imagination and to familiarize students with Story, acting, character development, and dramatic structure.

In this class, students will learn:

- Procedures involved in making an animated film
- The appropriate tools and terms for the creation of animation
- Charts and breakdown drawings
- Arcs, timing, and spacing
- Slowing in and slowing out
- Squash and stretch, anticipation, weight, overlapping action
- Character development, acting in animation
- Drawing fundamentals

Assignments
Ongoing assignments include reading, discussion, animation exercises, presentations, and other class work as appropriate. Students are also expected to spend several hours a week outside the class working on their assignments, reading, and research material.

2D CLASS SCHEDULE
Getting Started in Flash and Introduction to 2D Animation
Flash Fundamentals
The Tools and terminology for creating animation **k**eys, In-betweens and Arcs
Spacing and timing
Animation Assignment: Swinging Pendulum **/** Rolling Ball **/**Shape Changes.

Flash Basics and Principles of Animation
Flash Basics
Arcs, weight, and volume
Squash and stretch
Mass and Movement
Feeling a pose or drawing
Animation Assignment: Bouncing Ball

Flash Tools and Drawing Fundamentals
Flash Tools
Perspective

Depth
Overlap
Roughing a scene
Animation Assignment: Bouncing Ball in Perspective

Using Flash to Draw Poses
Straight Ahead versus Pose-to-Pose Animation
Slow in and Out
Animation Assignment: Bouncing Object of your choice

More Animation Principles
Flash Tools
Character
Pose
Solid Drawing and Appeal
Takes
Anticipation
Animation Assignment: Flour Sack Take

Using Flash to Explore Timing
Flash Tools
Passing Positions
Walk Cycles
Character Personality
Frames and Timing
Animation Assignment: Flour Sack walking cycle

Flash and Creating Walk Cycles
Flash Tools
Locomotion
Exaggeration
Animation Assignment: Flour Sack run cycle

Using Flash to Animate Mass and Weight
Flash Tools
Jumps / Exaggeration
Weight distribution
Life Observation
Animation Assignment: Flour Sack jump

Creating more Weight Shifts in Flash
Flash Tools
Acting
Gesture
Weight
Animation Assignment: Flour Sack lift or push

Flash Tools to Create Overlapping Action
Flash Tools
Anticipation and Weight
Flexibility
Overlapping Action
Convincing Animation
Animation Assignment: Flour Sack throws a ball
Creating 2D Animations in Flash

Flash Tools
Takes and Double Takes
Sneaks
Staggers
Acting
Thumbnails
Animation Assignment: Flour Sack finds a box

WORDPRESS – ONLINE PORTFOLIO DEVELOPMENT – FINAL PROJECT

Students will develop a portfolio of work to create a "digital resume" with Word Press. After completion of four course training program students will receive a 'Certificate of Completion" in Digital Media Training.

Management reserves the right to change or modify course curriculum to provide the best learning experience.