

We Changed ur thinking, it Changed ur Life...



Training Details

Course Code	: HCCC98
Course Name	: 2D Animation
Duration	: 2 Months
Eligibility	: 10th / +2 / Diploma / Any Degree

Syllabus:

- **Introduction of 2D, Interface, Drawing Tools, Color**

An introduction of the various drawing and painting tools in Adobe Flash and their uses and procedures.

Exercise: A clean up drawing from a provided pencil sketch using Adobe Flash.

- **Character Turn-Around**

Design of a character displaying a pose from various perspectives.

Project: Clean up of various poses on multiple layers.

- **Traditional Animation Skills (Industry Cheats and Tricks)**

An introduction to combining traditional animation procedures in a digital environment.

Exercises: Several short animations will be produced using a series of traditional animation procedures.

- **Walk Cycle**

Continued study of digital traditional animation techniques.

Project: Students will create a walk cycle in Adobe Flash.

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163 C/1, First Floor, Kamarajar Salai,
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- **Head Turn**

A study of traditional animation skills.

Exercise: Students will create a 360 degree turn around animation of a character's head using traditional pose-to-pose animation principles.

- **Multi-plane and Shape Tweening**

Instruction on creating the illusion of camera multi-planing and instruction in the use of Adobe Flash's Shape Tweening tools.

Exercise: Students will create a multi-plane scene with assets provided by the instructor.

Exercise: Students will design assets and successfully create a shape tween.

- **Bones and Workflows**

Day 1: Instruction on the use of bones in Adobe Flash

Exercise: Students will create assets and successfully demonstrate the deformation procedures in Adobe Flash.

Day 2: Introduction to various studio workflows used in the digital animation industry.

- **Scene Set Up**

Instruction in proper scene set up in preparation of final production.

Exercise: Students will practice skill development in scene set up procedures.

- **Layout**

Instruction in scene layout procedures in preparation of final production.

Project: Students will successfully create a scene for animation using proper layout procedures.

- **Final Production**

Instruction of various approaches in final production procedures and implementations.

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