



Young DESIGNER Program”

ANIMATION Level III
4 weeks / 2 hours per day
Animaster Design School



Young Designer Program - Animation

Level III

Duration: 4 weeks, 2 hours per day

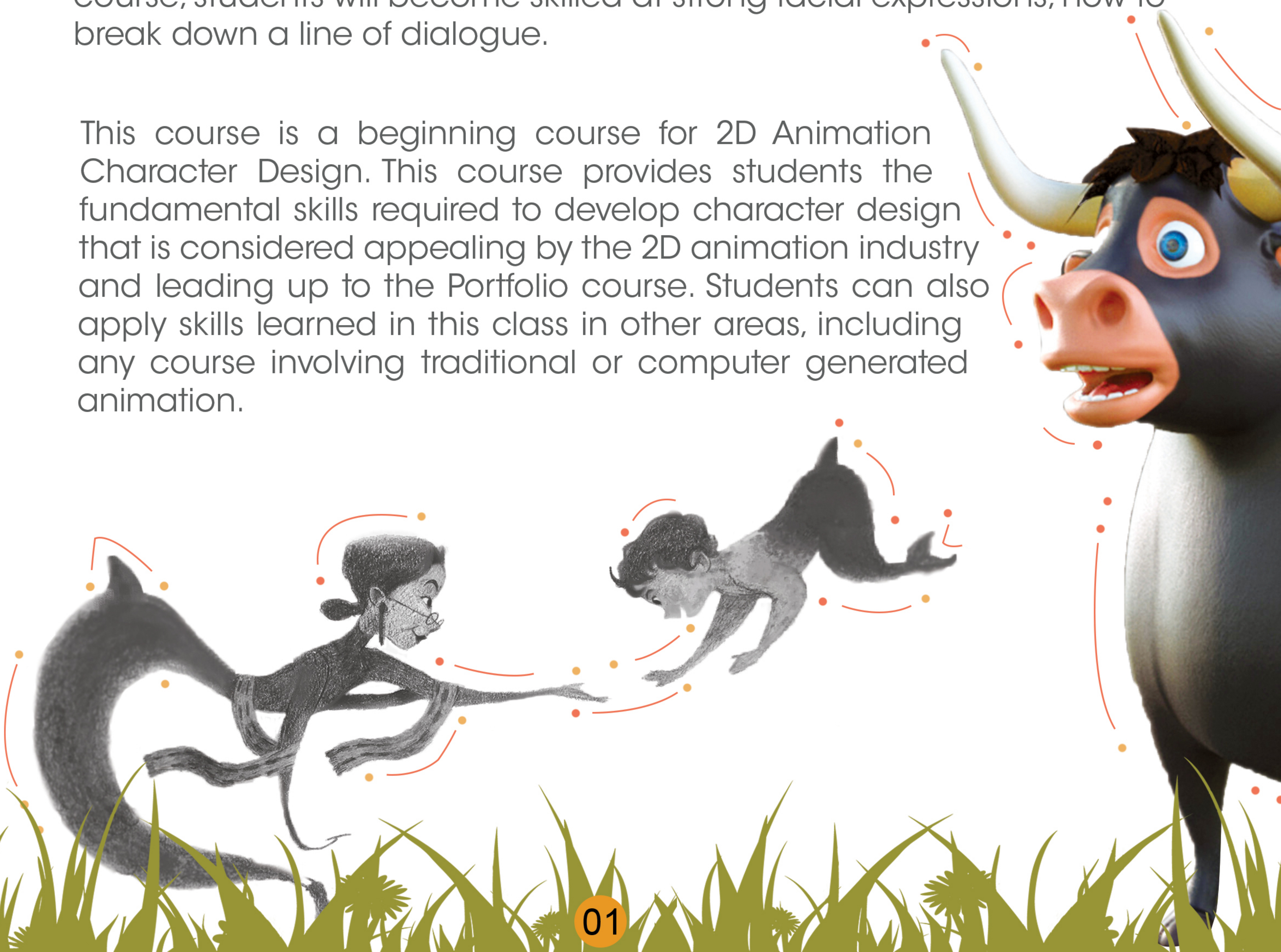
Methodology: Instructor and Video tutorial led

Course Overview:

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Have you always wanted to draw characters but didn't know where to start? Have you made characters but they seem off? In this course ,Students will develop their visual accuracy when drawing poses, which will help in creating animations that feel more in line with nature and real life. From the basic principles to the importance of emotion, this course will focus on understanding how to create appealing and efficient 2D animations. This course will help students develop a heightened sense of timing related to physics, which will aid in creating sharper instincts for assessing animation integrity. By the end of the course, students will become skilled at strong facial expressions, how to break down a line of dialogue.

This course is a beginning course for 2D Animation Character Design. This course provides students the fundamental skills required to develop character design that is considered appealing by the 2D animation industry and leading up to the Portfolio course. Students can also apply skills learned in this class in other areas, including any course involving traditional or computer generated animation.



Our priority is you we will hold your hand through the entire process. Our trainers are highly experienced and have spent a lot of time in the field. They are very friendly and are here to help you. We have tailored this course by producing a step by step set of high quality videos in such a way that our students will find it easy to access and also give a sense of accomplishment upon completion which will be shown through your results.

These videos can act as reference point which our students can then use to practice their drawings multiple times and fine tune them. We have placed ourselves in the mindset of a student and laid this course out accordingly, making it as compatible as possible as well as making as rich in information as possible. Our students get the best and we have made sure that this course is the best.

A comprehensive course devoted to the development of skills in creating characters for 2D animation that are aesthetically pleasing and are of industry standard.

Along with the videos in this course, you will also receive numerous assignments all of which are tailored for our students in order for them to get the most out of this course. We ask you to take our hand as we make you a skilled artist and gain values along the way.



COURSE CONTENT LEVEL III

➤ BASIC CHARACTER CONSTRUCTION

- Learn basic construction of a character using line of action
- How to construct a character using simple stick
- How to draw a cartoon head using basic construction
- How to draw a cartoon body by using basic construction Part-1
- How to draw a cartoon body by using basic construction Part-2
- How to draw a cartoon hand using basic construction
- Learn basic construction of cartoon expression



➤ ANIMATION TECHNIQUES

- What is Animation?
- The Practice of vision theory
- Basic techniques used in traditional animation

➤ BASIC PRINCIPLES OF AN ANIMATION

- Introduction to Animation Part-1
- Introduction to Animation Part-2
- Basic principles of Animation – Stretch and Squash
- Basic principles of Animation – Anticipation
- Basic principles of Animation – Staging
- Basic principles of Animation – Straight ahead and pose to pose
- Basic principles of Animation – Follow Through and Overlapping Action Part-1
- Basic principles of Animation – Follow Through and Overlapping Action Part-2
- Basic principles of Animation – Slow In and Slow Out
- Basic principles of Animation – Arcs
- Basic principles of Animation – Secondary Action Part-1
- Basic principles of Animation – Secondary Action Part-2
- Basic principles of Animation – Secondary Action Part-3
- Basic principles of Animation – Secondary Action Part-4
- Basic principles of Animation – Timing and Spacing
- Basic principles of Animation – Exaggeration
- Basic principles of Animation – Solid drawing
- Basic principles of Animation – Appeal
- Basic principles of Animation – Wave Principle



COURSE CONTENT LEVEL III

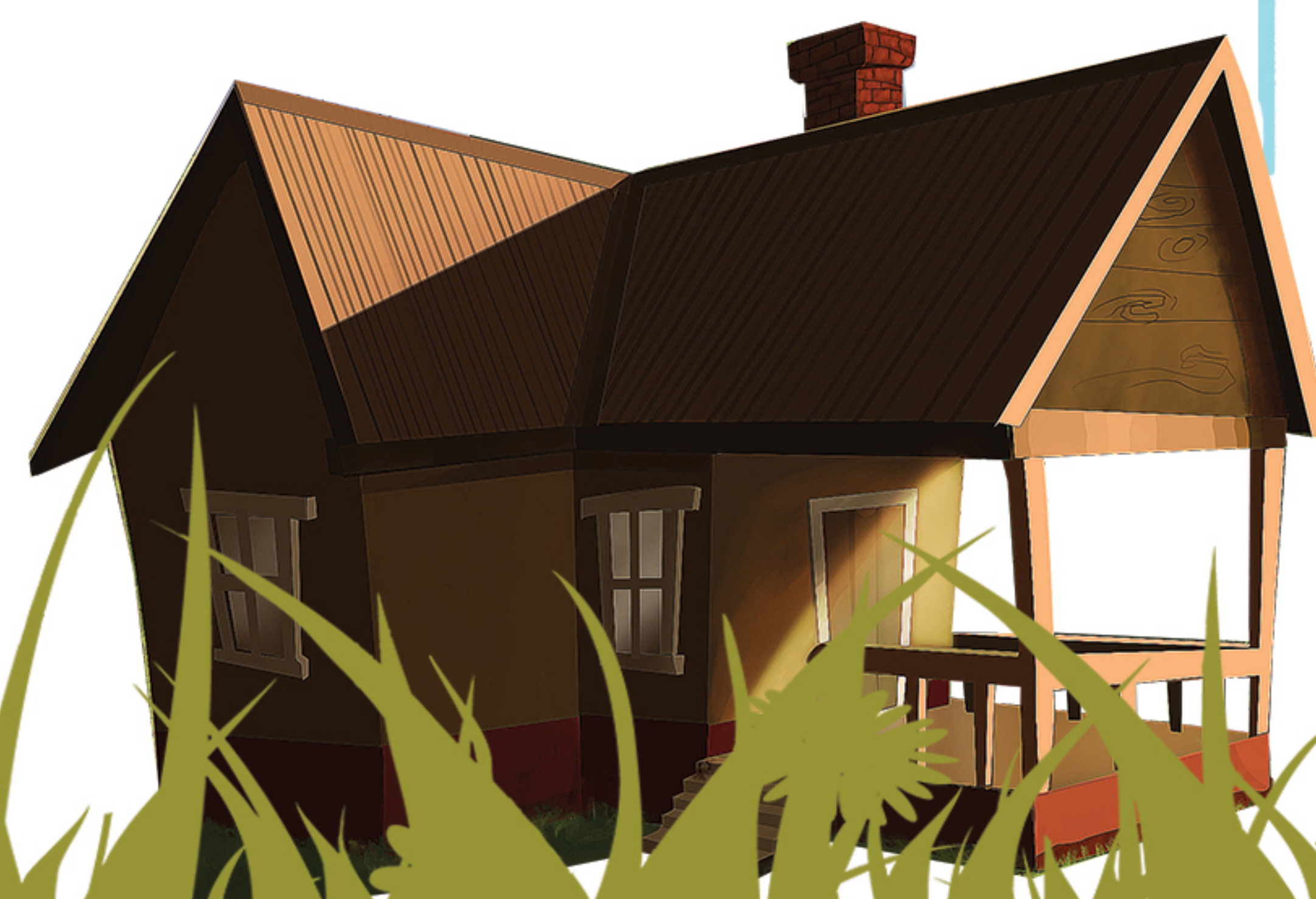
APPLICATION OF ANIMATION PRINCIPLE

- Learn walk cycle- Front
- Learn walk cycle- side Part-1
- Learn walk cycle- side Part-2
- Learn walk cycle- ¾ Front
- Learn walk cycle- ¾ Back
- Learn walk cycle-Back
- Learn run cycle- Front
- Learn run cycle- Side
- Learn run cycle- ¾ Front
- Learn run cycle- ¾ Back
- Learn run cycle- Back



CHARACTER ANIMATION

- How to do Character Animation
- How to use Animation Principles for Character animation
- All about timing – Richard William
- Mastering 2D Animation
- Character Animation – Weight shifting
- 4legged Animation – Tiger
- Learn Animation – Follow through of Drapery
- Character Animation – Weight Pushing
- Female cloth and hair Follow through
- Character Animation – Sitting
- Character Animation – Jumping into the swimming pool





Confident
Generations

ANIMATION

Level III



Creative
Intelligence



Surprise
Activities



Reach out to us on social media for news, videos, and a direct line to the Animaster community.



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