2D ANIMATION TECHNIQUES
Course Syllabus

Course Number: MDIA-0001
OCAS Code: 8206
Course Length: 120 Hours
120 hours is based on a Carnegie unit, which accounts for 175 forty-five (45) minute class periods per school year.

Career Cluster: Information Technology
Career Pathway: Interactive Media
Career Major(s): 3D Animator, Motion Graphics Artist

Pre-requisite(s): Advanced Design Techniques or Principles of Animation

Course Description: Students will utilize digital animation software to create finished animations, cartoons, and other short movies that utilize animated text, character movements that include walk cycles, turnarounds, voice (lip syncing), background sound, sound effects, camera movements, and include multiple scenes.

Textbooks: Inspired 3D Short Film Production and The Art of the Storyboard

Course Objectives: A. Demonstrate Knowledge of 2D Animation Techniques
1. Create an animation from a script and storyboard.
2. Create scene elements for background, middle ground, and foreground.
3. Create animated text elements.
4. Add sound elements.
5. Create cut out characters.
6. Set rotation points for element manipulation.
7. Animate the character’s arms, legs, feet, etc.
9. Create 4-legged walk cycles.
10. Animate the character’s facial expressions.
11. Lip-sync the characters mouth shapes to the spoken dialog.
12. Set the timing for the animation.
13. Create turnarounds.
15. Create repeating animation loops.
16. Create camera moves.
17. Use a variety of camera angles to enhance the story.
18. Create transitions between scenes.
19. Create title animations.
20. Create closing/credits animations.
21. Publish the animation for the web.
22. Publish the animation in the following movie format types: QuickTime, Flash, and AVI.
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ODCTE objectives

Teaching Methods: The class will primarily be taught by the lecture and demonstration method and supported by various media materials to address various learning styles. There will be question and answer sessions over material covered in lecture and media presentations. Supervised lab time is provided for students to complete required projects.

Grading Procedures:
1. Students are graded on theory and shop practice and performance.
2. Each course must be passed with seventy (70%) percent or better.
3. Grading scale: A=90-100%, B=80-89%, C=70-79%, D=60-69%, F=50-59%.

Description of Classroom, Laboratories, and Equipment: Tulsa Technology Center campuses are owned and operated by Tulsa Technology Center School District No. 18. All programs provide students the opportunity to work with professionally certified instructors in modern, well-equipped facilities.

Available Certifications/College Credit: The student may be eligible to take state, national or industry exam after completion of the program. College credit may be issued from Oklahoma State University-Okmulgee or Tulsa Community College. See program counselor for additional information.

College Credit Eligibility: The student must maintain a grade point average of 2.0 or better.