

ELECTIVE MODULE FOR NORMAL (TECHNICAL) STUDENTS

Module Title: Introduction to Basic 2D Animation

Duration: 30 hours
(5T 25P)

Pre-requisite: Nil

Aims of Module

- (i) To create a learning interest in animation and to acquire some basic theory and practical skills in creating basic storyboard and short 2D animation clip.
- (ii) To expose students to a possible career in the animation media industry by providing them with the fundamental skills and knowledge required in animation.

Learning Outcomes

At the end of the module, students will be able to:

- (a) Explain the method of cartoon creation.
- (b) Create a simple storyboard.
- (c) Produce a short 2D animation clip.

Module Outline

This module introduces the fundamentals of 2D animation process. Students will learn how to create a simple storyboard based on given character design, and then proceeds to the development of a short 2D animation clip. This module also covers the tools and techniques of using digital 2D animation development software such as Toon Boom Studio.

Outline of Module Syllabus

<u>Item</u>	<u>Technical Skills/Knowledge</u>	<u>Instructional Hours</u>	
		T=Theory	
		P=Practical	
		<u>T</u>	<u>P</u>
1.	<u>Storyboard</u> Describe the 2D animation process.	2	7
2.	Explain the method of cartoon creation.		
3.	Outline the major steps to create 2D animation script and storyboard.		
4.	Create 2D animation storyboard.		
	<u>Key frame images</u>	2	13
5.	Explain the animation process using 2D animation tool.		
6.	Explain the methods of acquiring and manipulating cartoon		

characters.

7. Explain briefly the purpose of using exposure sheet in 2D animation.
8. Create key frame images.

Animation

1 2

9. Explain the “rendering” process.
10. Describe the various types of format to export animation.
11. Render animation.

Revision and Assessment

0 3

Sub-total	<u>5</u>	<u>25</u>
Total	<u>30</u>	

Teaching and Learning Approaches

Based on the needs and profile of the NT pupils, the theory will consist of 5 hours and practical training will consist of 25 hours, with an emphasis on group learning as well as individual learning. Students’ interest will be sustained through the use of a wide variety of learning activities, including discussions on the story ideas and trend in the media industry, hands-on practice and constructing simple short 2D animation clips.

Completion Criterion

Students will be deemed to have successfully completed the module if they score the average marks of 50 for the 2 assessments and 1 practical test. The guidelines for the assessments are given below.

<u>Assessment Component</u>	<u>Assessment Guidelines</u>
(i) <u>Assessment 1</u> Create 2D animation storyboard. (30%)	Marks will be awarded for the applying the proper 2D animation process, and presentation of the character design and storyboard.
(ii) <u>Assessment 2</u> Create key frame images. (30%)	Marks will be awarded for designing the characters, animation scene and application of keyframed motions.
(iii) <u>Practical Test</u> Create short animation clip. (40%)	Marks will be awarded for the correct keyframed motions, frame rate, rendering effects, and file format.

Target Audience

Sec 3 / 4 Normal (Technical) students

Class Size

20 students per class (max 36 students)

Duration

30 instructional hours

Certification

ITE Certification of Attendance will be issued upon successful completion of the course. ITE Certificate of Achievement will be issued upon students meeting the assessment criteria.