Specialization Path 01 – 2D Film Production (12 Weeks)

Objective

Equip learners with advanced artistic, storytelling, and production skills required to conceptualize, design, animate, and deliver a professional-quality 2D animated film.

Week 01 – Advanced Concept Art & Visual Development

Topics Covered:

- Visual storytelling through concept art
- Shape language and visual psychology
- Style exploration (realistic, stylized, hybrid)
- Mood boards and color scripting
- Character and world ideation

Learning Outcome:

- Develop compelling visual concepts aligned with narrative tone
- Create cohesive style frames and mood boards for film projects
- Translate abstract ideas into production-ready visual directions

Week 02 – Character Design for Animation

Topics Covered:

- Character anatomy for stylization
- Turnarounds and expression sheets
- Costume and silhouette design
- Character personality through design
- Model sheets for production consistency

Learning Outcome:

- Design animation-ready characters with strong personality and appeal
- Produce professional character sheets for animation pipelines
- Ensure consistency across multiple poses and expressions

Week 03 – Sequential Art & Visual Narration

Topics Covered:

- Principles of sequential storytelling
- Composition and camera language
- Visual pacing and continuity
- Panel transitions and shot breakdown

- Dialogue vs visual storytelling balance

Learning Outcome:

- Construct clear and engaging visual narratives
- Break scripts into effective sequential panels
- Communicate story beats using composition and framing

Week 04 – Environment & Background Design

Topics Covered:

- Perspective (1-point, 2-point, atmospheric)
- Environment storytelling
- Layout design for animation
- Lighting and color for mood
- Background painting techniques

Learning Outcome:

- Design immersive environments that support storytelling
- Create production-ready background layouts
- Apply lighting and color theory to enhance narrative tone

Week 05 – Storyboarding for Film

Topics Covered:

- Shot composition and cinematic language
- Camera angles, movements, and staging
- Storyboarding workflows for animation
- Acting and blocking in boards
- Scene continuity and transitions

Learning Outcome:

- Develop professional storyboard sequences for short films
- Visualize camera direction and character performance
- Communicate narrative flow clearly to production teams

Week 06 – Animatics & Pre-Visualization

Topics Covered:

- Timing and pacing in animatics

- Editing basics for animatics

- Sound integration (temp dialogue, music)

- Rhythm and storytelling refinement

- Iterative feedback process

Learning Outcome:

- Create fully timed animatics with sound integration

- Evaluate and refine storytelling through pacing

- Prepare animatics as a blueprint for production

Week 07 – Classical Animation Principles (Advanced)

Topics Covered:

- Deep dive into 12 principles of animation

- Advanced timing and spacing

- Acting and performance in animation

- Weight, balance, and physics

- Exaggeration and stylization

Learning Outcome:

- Apply advanced animation principles to create believable motion

- Animate expressive character performances

- Demonstrate control over timing, spacing, and dynamics

Week 08 – Digital 2D Animation Production

Topics Covered:

- Digital workflows (frame-by-frame pipelines)

- Clean-up and inbetweening

- Line quality and consistency

- Coloring and compositing basics

- Scene assembly

Learning Outcome:

- Execute polished digital 2D animation sequences

- Maintain production-quality linework and consistency

- Integrate animation into final composited shots

Week 09 – Puppet Animation (Rig-Based 2D Animation)

Topics Covered:

- Rigging fundamentals for 2D characters
- Cut-out animation techniques
- Lip-sync and dialogue animation
- Reusable asset workflows
- Efficiency in production

Learning Outcome:

- Create and animate rig-based 2D characters
- Optimize workflows for faster production
- Produce dialogue-driven animation using puppet rigs

Week 10 – Acting & Performance in Animation

Topics Covered:

- Body mechanics and gestures
- Facial animation and lip sync
- Emotional expression and timing
- Subtle vs exaggerated acting
- Reference-based animation

Learning Outcome:

- Animate emotionally engaging character performances
- Apply acting principles to enhance storytelling
- Deliver nuanced and believable animation

Week 11 – Film Production & Pipeline Integration

Topics Covered:

- End-to-end 2D film pipeline
- Asset management and workflow planning
- Scene tracking and version control
- Collaboration between departments
- Troubleshooting production challenges

Learning Outcome:

- Understand full 2D animation production workflows
- Manage assets and scenes efficiently
- Collaborate effectively in a studio environment

Week 12 – Final Film Production & Presentation

Topics Covered:

- Final animation production (short film)

- Editing and compositing

- Sound design and music integration

- Color correction and final output

- Portfolio presentation

Learning Outcome:

- Produce a complete short 2D animated film

- Integrate visuals, sound, and storytelling cohesively

- Present work professionally for industry or portfolio use

Final Deliverables

- Concept Art Portfolio

- Character & Environment Design Sheets

- Storyboard & Animatic

- Animation Exercises (Classical + Digital + Puppet)

- **Final Short 2D Film (Capstone Project)**