

Professional Certificate In

# 2D Animation Generalist

ONLINE LEARNING



NEW RAIN  
MULTIMEDIA INSTITUTE





## NEW RAIN MULTIMEDIA INSTITUTE

New rain multimedia institute is one of the best online multimedia course provider in Sri Lanka. We have created a very friendly virtual learning environment with the latest technologies. Whether you are new to the creative industry or looking to improve your skills, we have the right online course for you. Well-qualified, experienced certified instructors train the participants with easy-to-use step-by-step training material in the most optimized period of time. We are so sure about the quality of our certification because we are conducting online courses join with the Sri Lanka Tertiary & Vocational Education Commission, Sri Lankavocational training authority, Nenasala campus & Asian education institute & etc.

We do not stop there. New rain expanded online education in the fields of ICT & Computing, Business Management, Hospitality Management, Engineering, Personal & Professional Development, Language Training and Corporate Training.

## Content

# 2D Animation Generalist

(Animation Masterclass)

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Welcome |

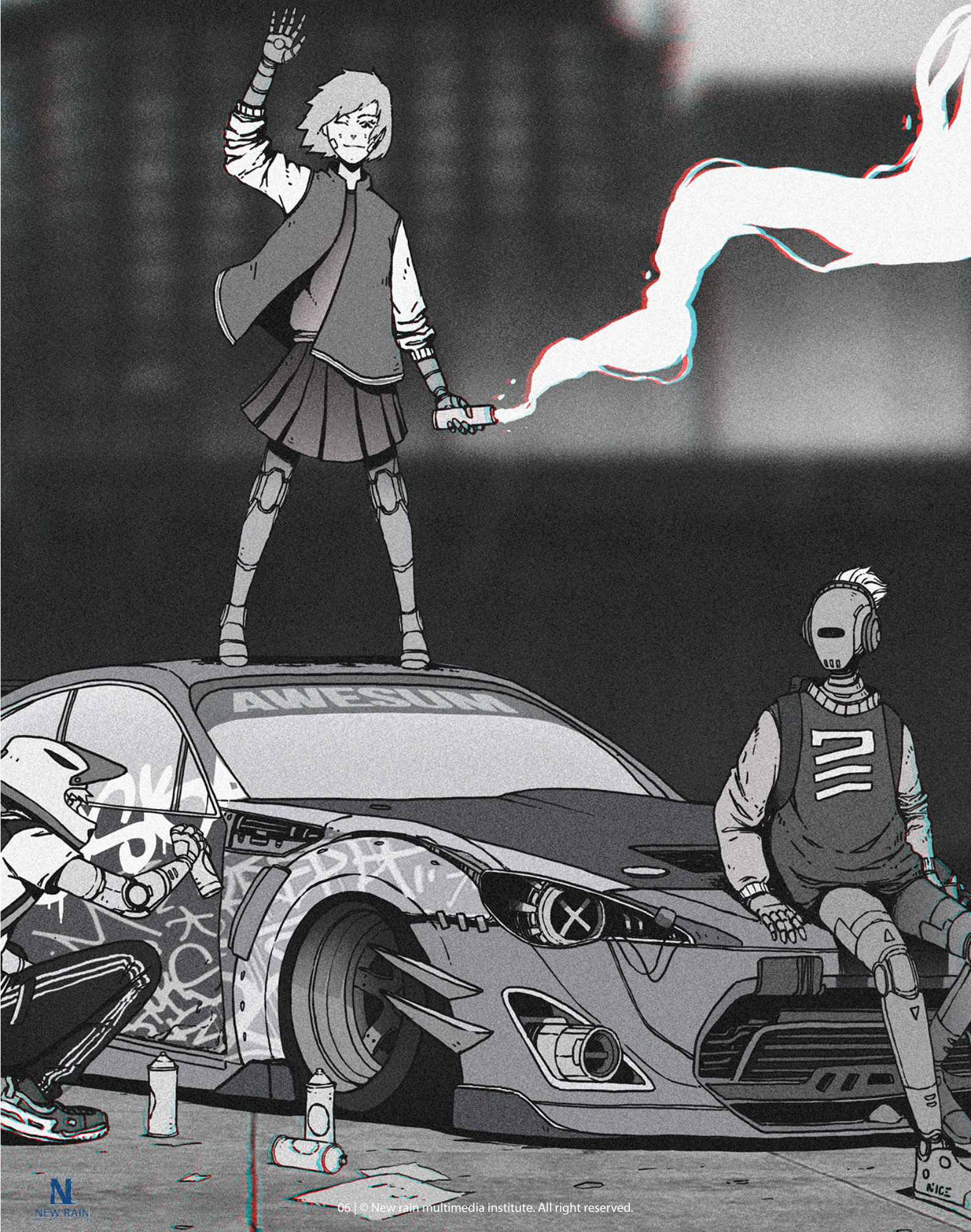
# The future of 2D animation in the multimedia industry

The future of 2D animation is expected to become more creative and technical. In addition, content producers and brands are now creating animated videos with the latest technologies such as virtual reality and 360-degree video technology. All these technological innovations are advanced and enable content creation that captivates viewers and gets them immersed in the story.

With various industry successes, only a bigger and brighter future for the 2D animation industry can be envisioned. It's a viable career development niche – there are several 2D animation tasks and you can't find a 2D animation company far from you. The industry has enormous potential for customers and generating revenue.

Learning 2D Animation is also a fun thing. You can create anything you want and make it to life. If you are interested in learning from experts then you can get in touch with us. You can also enroll in our animation course in Siliguri and make your dreams come true.

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# Course Overview

## Who is this course for?

Are you inherently creative? Do you have an eye for drawing, technology, and timing? If so, 2D Animation is the course for you! 2D animation creates movement in a two-dimensional artistic space. And in this course, you will learn the necessary skills to do just that.

2D Animation will give you the tools to conceptualize and bring your animation dreams to life! Using a variety of software and design programs, you'll have the power to transform your creative notions into reality! Design, define, and complete a variety of digital design projects including creating your own website! Learning about 2D Animation could lead to a thriving career in the growing world of technology and animation!

## What can you expect?

To introduce students to the animation as an art form; implementing a firm understanding of timing, animation-principles and the scope of techniques animation can cover. The students will learn industry standard practices in applied creativity.

## What will you learn?

This Course is designed to instill an understanding of animation principles and produce quality 2D Digital animations implementing these principles and exploring various techniques. During the course students will be

assigned projects and two group-based projects focused on principles that utilize key aspects of the required software.

For the final project each student will create an animated film, 15-30 seconds in length, through which they will

learn the production process of animation including writing a treatment, storyboarding, timing through animatics and final rendered animations.

# Course Outcomes

Upon successful completion the student will be able to:

- 00 Identify and execute the proper steps in cartoon production.
- 01 Identify and execute the proper steps in cartoon production.
- 02 Calculate and apply appropriate frame rates.
- 03 Create accurate and aesthically appealing complex CG animation.
- 04 Manipulate animation production equipment.
- 05 Describe characteristics of well-designed and executed animation.
- 06 Assess and critique past and current animation trends.
- 07 Demonstrate progress in advanced animation skills.
- 08 Use outside sources as reference for advanced animation production.
- 09 Critically analyze your creative work and the work of others.
- 10 Research and collect outside materials needed for post-production goals.
- 11 Summarize design principles, concepts, styles and terminologies.
- 12 Demonstrate skill in tools and techniques of graphic design.
- 13 Apply design principles and theories to design problems.
- 14 Develop design work based on analysis of industry constraints and design trends.

# Course Content

The Professional Diploma course focuses on the Develop Graphics, Develop Video content Develop 2D/3D Digital content & Web elements,

## **There are ten modules in the course:**

Module 1	Introduction to Animation and VFX
Module 2	Basic After Effects
Module 3	Vector drawing and arrangement
Module 4	Animation principles
Module 5	Storytelling & Script writing
Module 6	After Effects
Module 7	Visual Effects with After effects
Module 8	Character animation
Module 9	Visual Effects with After effects Part - II
Module 10	Sound fx and Editing



## MODULE 1

# Introduction to Animation and VFX

### **Content : Theory & Practicals**

History & Development of Animation.  
Persistence of Vision.  
Elements Design.  
Composition and color theory.  
Storyboarding.

### **Practical /Assignment :**

Design artwork for print media  
logo design  
Manipulate Images (Retouching & Color Grading)  
Design UI

### **Teaching-Learning activities :**

Illustrated talk  
Demonstrations  
Individual practices

### **Assessment :**

Formative Assessment + Summative Assessment

### **Softwares :**

## MODULE 02

# Basic After Effects

### **Content : Theory & Practicals**

After Effect Pipeline  
Interface introduction  
Project management  
File types and Formats  
Encoding formats  
Rendering

### **Practical /Assignment :**

Design artwork for print media  
logo design  
Manipulate Images (Retouching & Color Grading)  
Design UI

### **Teaching-Learning activities :**

Illustrated talk  
Demonstrations  
Individual practices

### **Assessment :**

Formative Assessment + Summative Assessment

**Softwares :** Adobe After Effects

## MODULE 03

# Vector drawing and arrangement

### **Content : Theory & Practicals**

Basic knowledge of drawing.  
Composition and colour theory.  
Environment Designing.  
Elements Design.

### **Practical /Assignment :**

Design artwork for print media  
logo design  
Manipulate Images (Retouching & Color Grading)  
Design UI

### **Teaching-Learning activities :**

Illustrated talk  
Demonstrations  
Individual practices

### **Assessment :**

Formative Assessment + Summative Assessment

**Softwares :** Adobe Illustrator, Adobe Photoshop

## MODULE 04

# Animation principles

### **Content : Theory & Practicals**

Adobe Animate basic  
Squash and stretch  
Anticipation  
Staging  
Straight ahead and pose to pose animation  
Follow through and overlapping action  
Slow out and slow in  
Arcs  
Secondary action  
Timing  
Solid drawing

### **Practical /Assignment :**

Design artwork for print media  
logo design  
Manipulate Images (Retouching & Color Grading)  
Design UI

### **Teaching-Learning activities :**

Illustrated talk  
Demonstrations  
Individual practices

### **Assessment :**

Formative Assessment + Summative Assessment

### **Softwares :**

## MODULE 05

# Storytelling & Script writing

### **Content : Theory & Practicals**

Basic Principles for Cinematography.  
Storytelling.  
Script writing.  
Screen Play

### **Practical /Assignment :**

Design artwork for print media  
logo design  
Manipulate Images (Retouching & Color Grading)  
Design UI

### **Teaching-Learning activities :**

Illustrated talk  
Demonstrations  
Individual practices

### **Assessment :**

Formative Assessment + Summative Assessment

**Softwares :** Adobe Illustrator, Fade In,

## MODULE 06

# After Effects

### **Content : Theory & Practicals**

Basic Compositing  
Matte painting  
Camera movements

### **Practical /Assignment :**

Design artwork for print media  
logo design  
Manipulate Images (Retouching & Color Grading)  
Design UI

### **Teaching-Learning activities :**

Illustrated talk  
Demonstrations  
Individual practices

### **Assessment :**

Formative Assessment + Summative Assessment

**Softwares :** After Effects

## MODULE 07

# Visual Effects with After effects

### Content : Theory & Practicals

Fundamentals  
Compositing 2D  
Compositing 3D  
Keying  
Rotoscoping  
Tracking  
Motion Graphics

### Practical /Assignment :

Design artwork for print media  
logo design  
Manipulate Images (Retouching & Color Grading)  
Design UI

### Teaching-Learning activities :

Illustrated talk  
Demonstrations  
Individual practices

### Assessment :

Formative Assessment + Summative Assessment

### Softwares : After Effects

## MODULE 08

# Character animation

### Content : Theory & Practicals

Cartoon Animator Basics  
Character setup with Photoshop Pipeline  
Cartoon Animator Rigging  
Cartoon Animator Animation  
After Effect Pipelines

### Practical /Assignment :

Design artwork for print media  
logo design  
Manipulate Images (Retouching & Color Grading)  
Design UI

### Teaching-Learning activities :

Illustrated talk  
Demonstrations  
Individual practices

### Assessment :

Formative Assessment + Summative Assessment

**Softwares :** Cartoon Animator, Adobe Photoshop



## MODULE 09

# Visual Effects with After effects

### **Content : Theory & Practicals**

Trapcode particular  
Newton 3  
Animation Librarys

### **Practical /Assignment :**

Design artwork for print media  
logo design  
Manipulate Images (Retouching & Color Grading)  
Design UI

### **Teaching-Learning activities :**

Illustrated talk  
Demonstrations  
Individual practices

### **Assessment :**

Formative Assessment + Summative Assessment

### **Softwares : After Effects**

## MODULE 10

# Sound fx and Editing

### Content : Theory & Practicals

Editing  
Sound editing

### Practical /Assignment :

Design artwork for print media  
logo design  
Manipulate Images (Retouching & Color Grading)  
Design UI

### Teaching-Learning activities :

Illustrated talk  
Demonstrations  
Individual practices

### Assessment :

Formative Assessment + Summative Assessment

**Softwares :** Adobe Premiere Pro, adobe audition

# own short movie (Project works )

## **Content : Theory & Practicals**

Script  
Pre Planning  
Background and Elements  
Characters  
Animation  
Compositing  
Sound fx and Editing

## **Practical /Assignment :**

Design artwork for print media  
logo design  
Manipulate Images (Retouching & Color Grading)  
Design UI

## **Teaching-Learning activities :**

Illustrated talk  
Demonstrations  
Individual practices

## **Assessment :**

Formative Assessment + Summative Assessment

**Softwares :** Using: all tools

# Course Delivery



# Supporting your online learning journey...

The 2D Animation Generalist is available to study online via the New Rain Multimedia Institute's dynamic online learning environment.

How we can guide you through your online learning journey:



Access HD video lectures with accompanying downloadable course material.



Discussion forums, to interact with fellow students and a tutor with an expertise in multimedia skills and practices.



Access resources to help you with your studies including self-directed practical exercises and recommended reading.



The LMS can be accessed 24/7 through your desktop or mobile device.



Your Programme Manager is available to support you during your study and assist with any administrative related queries you may have.



## Outcome Assessment Strategies

Assessment is designed to indicative achievement of the course outcome and performance tasks. The instructor will outline the methods used to assess student progress and the criteria for assigning a grade at the beginning of the course. Assessment will be based upon a combination of in-class participation", attendance, examinations, and quality of the multimedia project(s). Determination of problem solving skills, team work, and communication skills may also be included.

# Resource persons who deliver the program



**Vidarshana rathnayake**  
Award winning photographer &  
motion graphics designer.

# Entry requirements

Basic Knowledge of should possess basic IT knowledge & skills to grasp the edges of each unit available in the relevant course content.

# Duration

2 Months / 2 day per week / 2 hours per day / 32 Lecture hours.





For more information or to  
register for a course please  
contact us

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