COURSE SYLLABUS

Animation Summer Bootcamp Live Online (High School)

This two-week course introduces high school students to the fundamentals of traditional 2D animation techniques, covering topics such as the history of animation, principles of design and animation, different 2D animation techniques, and character design.

> Group classes (Live Online) and onsite training are available for this course. For more information, email corporate@nobledesktop.com or visit: https://www.nextgenbootcamp.com/classes/animation-summer-course-live-online



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Course Outline

Introduction to Animation History and Principles of Design

- Overview of animation history from early experiments to modern techniques.
- Discussion on key figures and milestones in animation history.
- Introduction to principles of design and their application in animation.
- Hands-on sketching exercises focusing on basic design principles.

Principles of Animation

- Introduction to the 12 principles of animation with examples.
- Analysis of classic animated clips to identify and understand each principle.
- Animation exercises focusing on applying the principles learned.
- Group critique and feedback on animation exercises.

Exploring Different Animation Techniques

- Overview of traditional 2D animation techniques (e.g., hand-drawn, cel animation).
- Demonstration of basic animation tools and materials.
- Hands-on practice and experimentation with different animation techniques.
- Exploration of various animation exercises to understand their differences and applications.

Character Design Basics

- Introduction to character design principles for animation.
- Demonstration of techniques for creating expressive and appealing characters.
- Hands-on character design exercises focusing on creating original characters.
- Peer review and feedback on character designs

Applying Design and Animation Principles

- Integration of design and animation principles in storytelling.
- Analysis of animated shorts that effectively utilize design and animation principles.
- Group project: Storyboard creation based on a provided prompt.
- Refinement and finalization of storyboards for individual projects.

Advanced Animation Techniques

- Exploration of advanced animation techniques.
- Demonstration of examples of innovative animation projects.
- Hands-on practice and experimentation with advanced animation techniques.
- Group discussion on challenges and creative solutions encountered during experimentation.

Sound Design and Timing

- Introduction to sound design principles and its role in animation.
- Techniques for syncing animation with sound.
- Sound design workshop: Incorporating sound effects and music into animations.
- Timing exercises: Animating to specific beats or rhythms.

Final Project Development

- Brainstorming ideas and planning for final animation projects.
- Individual work time for developing concepts and storyboards.
- Peer review and feedback on project concepts and storyboards.
- Making adjustments based on feedback and refining project concepts.

Final Project Production

- Individual work time for animating final projects under instructor guidance.
- Troubleshooting technical challenges encountered during production.
- Peer feedback on the development of final projects.
- Fine-tuning animations based on feedback received.

Final Project Presentation and Celebration

- Polishing and preparing final projects for presentation.
- Rehearsing presentations with peers.
- Showcasing final animation projects to the class.
- Providing constructive feedback on classmates' presentations.
- Reflecting on the learning journey and celebrating accomplishments throughout the course.