

2D ACADEMY

2020 Curriculum:

MODULE 03: Foundations of animation 02 (Starting March 19th for 12 weeks.)

Week no.	1 st YEAR	2 nd YEAR
01	Character design 01	Fire animation (Special Effects).
02	Character design 02	Fire animation (Special Effects).
03	Character design 03	Fire animation (Special Effects).
04	Character jump action 01	Earth animation (Special Effects).
05	Character jump action 02	Earth animation (Special Effects).
06	Character jump action 03	Earth animation (Special Effects).
07	Character throw action 01	Air animation (Special Effects).
08	Character throw action 02	Air animation (Special Effects).
09	Character throw action 03	Air animation (Special Effects).
10	Weight animation 01	Water animation (Special Effects).
11	Weight animation 02	Water animation (Special Effects).
12	Weight animation 03	Water animation (Special Effects).

Course outcome: By the end of this course, students will demonstrate how to create **character designs**, how to do **animated jumps**, how to do **animated throws** and how to **animate weight**. By the end of this course, 2nd year students will be able to animate **Special Effects** for the 4 elements – “Fire”, “Earth”, “Air” and “Water”.