THE 2D ACADEMY

MODULE 03 / CLASS 06

CURRICULUM

2020 Curriculum:

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

Week no.	*1st YEAR*	*2nd 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).*

DRAWING FOR ANIMATION

13: HAPPY POSES

CanStock

CrushPixel

14: SAD POSES

depositphotos
depositphotos
depositphotos

15: TRANSITION POSE

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FILM OF THE WEEK

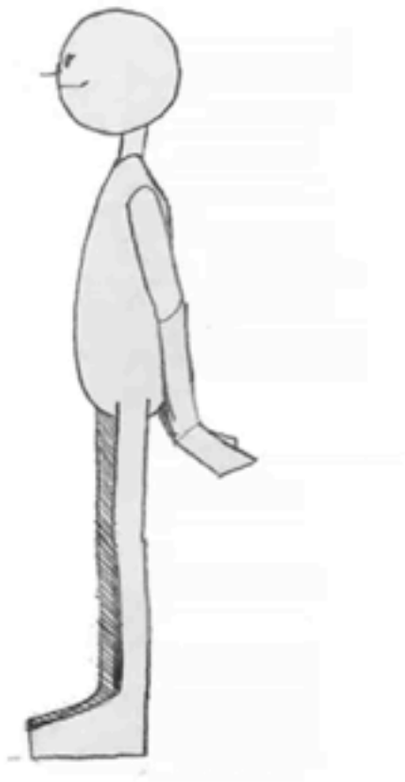
"PAPERMAN"

LIFE MESSAGE: **NEVER GIVE UP!**

JUMP ANIMATION

“BOUNCING” ANIMATION

POSE TEST ANIMATIC



Final animation drawings:

WEDNESDAY, April 29th.

EFFECT ANIMATION

~ EARTH / WEIGHT ~

https://www.youtube.com/watch?v=eEAAaboz9J8

Final animation drawings:

WEDNESDAY, April 29th.

RESOURCES

Lecture material:

http://www.2dacademy.com/resources.html

Student submissions:

http://www.2dacademy.com/thursdaystudents.html

tony@animaticus.com