Department / Programme: Communication Design
Course Title: Illustration (Sequential Drawing: An introduction to Animation.)
Course Code: DE521
Credit Rating: 2.5
Duration of the Course: 4 weeks
Instructor: Ammara Gul Aga, S. M. Raza

Course Description
The course integrates gesture drawing with traditional 2D Animation. The Students go through drawing and animation exercises which help them gain an understanding of how to create movement with a series of still images.

Course Objectives
- At the end of 4 weeks the students will have produced a short traditional 2D animation film.
- Students will learn gesture drawing through live models and video references
- Students will learn teamwork by sharing ideas and workload in order to produce a cohesive end product.
- Students will get an introduction to Flip Book6 Animation Software along with working on Photoshop and other editing softwares (as needed).
- Students will learn to use pen tablets for digital illustration.

Intended Learning Outcomes
At the end of the course, the students should be able to produce a short animation on their own. They must be familiar with storyboarding, constructing a timeline with key actions and the concepts of spacing and timing in animation. They should be well versed in drawing gestures and have a better understanding of the human anatomy.

Learning and Teaching Activities
The workshop will take the students through the process of creating an animated short from ideation to editing. The main focus will lie on improving their drawing skills and creating motion through drawing. This will include:
- Life drawing
- Light and shade studies
- Gesture drawing flipbook (digital or paper)
- Shooting references for animation
- Drawing from references
- One day workshop on introduction to Flipbook 6
- One day workshop on digital illustration with pen tablet

Course Assessment Methods
The students will be assessed on their individual performance as well as their contribution to the group. This will be based on the concept for their individual animation clip, the quality of drawing and their
Resource / Reading List

The Animator’s Survival Kit By Richard Williams
Gesture Drawing for Animation By Walt Stanchfield
www.referencereference.com (Video references for Animators)
The Education of an Illustrator by Steven Heller
The Art of Time Burton by leah gallo

Assignment Briefs
Main Assignment: Create an animation based on a sound clip. The students are to divide the sound clip amongst themselves (around 10 seconds of sound each). They must devise a concept that forms a narrative. The final animation must demonstrate a basic understanding of animation principles.

- Animate a ball bounce using three different kinds of spacing.
- Create a flip book demonstrating your understanding of the time and spacing principles.
- Make 50 gesture drawings (homework)
- Make a gesture drawing animation using a reference video (homework)
- Create a storyboard for your animation concept (incorporating all camera angles, pans, key frames etc.)
- Make a time line for your key frames

WEEKLY COURSE PLAN

| Week 1 | Introduction to animation. Reference videos and discussion regarding the final output for the workshop |
|        | Gesture drawing |
|        | Principles of Animation |
|        | Time/space Drawing |
|        | Principles of Animation In-betweening Drawing |
|        | Drawing |
|        | |
| Week 2 | Introduction to Flip book Scanning/importing Direct Drawing |
|        | Introduction to Flip book Gesture drawings – Test Animation |
|        | Introduction to drawing materials and techniques for gesture drawing Drawing/Composition and placement within the frame |
| Week 3 | Work on individual animation clips.  
|        | Drawing practice along with their own animation clip |
| Week 4 | Work on individual animation clips.  
|        | Editing. |