AFT130:COMPUTER BASED 2D ANIMATION

L:0   T:0   P:4   Credits:2

Course Outcomes: Through this course students should be able to

CO1 :: identify and execute basic 2d animation with flash.

CO2 :: demonstrate skills in the use of industry standard tools for animation.

CO3 :: combine traditional and computer generated animation based on current industry trends and practices.

CO4 :: develop 12 principle of animation for industrial requirement

CO5 :: transform manual drawing into 2d digital.

CO6 :: plan a storyboard and develop an animistic with flash software to understand more about the story.

List of Practicals / Experiments:

Introduction to Adobe Flash Animation
- brief history and importance of adobe flash animation
- identifying the interface
- creating and setting properties
- the tools panel and timeline
- managing windows and panels
- designing simple props
- background design for animation

Creating basic animation
- drawing in flash and symbols
- modifying symbols and library
- bouncing ball animation with squash and stretch
- followthrough and overlapping action exercise
- motion guide and tween animation
- morphing animation with shape tween
- working with text

Using symbols for animation
- bird flying animation
- vehicle animation
- flag waving animation
- lip sync and facial expression

Character Animation
- basic stick figure set up
- walk cycle and progressive walk
- masking and filters and blend
- replacing symbol with character
- adding background and final output

Scene Layout
- creating storyboard
- background and character
- character set up

- animation production
- final short clip
- presentation and submission

Text Books: 1. FLASH CS6 THE MISSING MANUAL by CHRIS GROVER, O'REILLY

References: 1. ADOBE PROFESSIONAL CS5 BIBLE by TODD PERKINS, WILEY

1. ADOBE PROFESSIONAL CS5 BIBLE by TODD PERKINS, WILEY