

2024 / 25

School of Science and Computing

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🌐 www.wit.ie/schools/science_computing



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TU**

Ollscoil
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South East
Technological
University

Module Descriptor

2D Animation (Computing and Mathematics)

2D Animation (A13264)

Short Title: 2D Animation
Department: Computing and Mathematics
Credits: 5

Level: Introductory

Description of Module / Aims

The student's drawing skills will be developed, with an awareness of traditional animation techniques, to create 2D objects and characters in a digital environment. The Principles of Animation are introduced. The student will produce the main movements of objects and characters, and the background scenes for these animations.

Programmes

stage/semester/status		
COMP-0591	BSc (Hons) in Creative Computing (WD_KCRCO_B)	2 / 3 / M
COMP-0591	BSc in Multimedia Applications Development (WD_KMULA_D)	2 / 3 / M

Indicative Content

- Principles of Animation
- Drawing in a 2D environment
- Symbols and instances
- Tweening: shape, motion, classic, motion guides, onion skinning
- Animation effects: filters, transparencies
- Masking
- Audio in animation

Learning Outcomes

On successful completion of this module, a student will be able to:

1. Construct a background scene in a 2D environment.
2. Construct animated facial expressions of a character to display different emotions.
3. Apply the relevant Principles of Animation in the creation of a bouncing ball.
4. Complete a generic walk cycle.
5. Complete a short animation.

Learning and Teaching Methods

- This is a lab based module.
- Classes should be delivered in two two-hour blocks.

Learning Modes

Learning Type	F/T Hours	P/T Hours
Practical	48	
Independent Learning	87	

Assessment Methods

	Weighting	Outcomes Assessed
Continuous Assessment	100%	
Portfolio	70%	1,2,3,4
Project	30%	1,4,5

Assessment Criteria

<40%: Unable to digitally create and animate simple 2D objects and characters.

40%–49%: Be able to digitally create and animate simple 2D objects and characters.

50%–59%: Ability to create and animate 2D objects and characters within a scene to tell a story.

60%–69%: Ability to create and animate complex 2D objects and characters within a scene to tell a story.

70%–100%: All the above to an excellent level.

Supplementary Material(s)

- "Adobe Animate CC." 30/11/2015. <http://blogs.adobe.com/animate/welcome-adobe-animate-cc-a-new-era-for-flash-professional/>
- "Adobe Animate Learn and Support." <https://helpx.adobe.com/animate/how-to/create-2d-animation.html>
- Chun, A. *Adobe Flash Professional CC Classroom in a Book*. NY: Adobe Press, 2015.
- Selby, A. *Animation*. London: Laurence King, 2012.
- Williams, R. *The Animator's Survival Kit*. London: Faber and Faber, 2012.

Requested Resources

- Room Type: Computer Lab