

COURSE TITLE	ANIMATION
COURSE CODE	EC2502097
TUTOR	DANN PARRY
START DATE	19/01/2026
DAY & TIME	MONDAYS, 6.30 - 9PM
LEVEL	BEGINNER
LOCATION	<u>BANKSIDE CAMPUS</u>

DAILY BREAKDOWN

Date	Topics/ Skills covered
19 January 2026	Principles of Animation: squash and stretch, arcs, timing, ease-in & ease-out, arcs. Learning about keyframes and inbetweens, and basic movement, by creating a ball bounce. Looking how weight and speed can affect movement and how it can be represented in animation. Ending with a bowling pins animation.
26 January 2026	Character Design: exploring the fundamentals of shape language, proportions, and personality to create unique and expressive characters. Learning how to develop a character from initial sketches to a finalized design, and taking these designs to create a walk cycle animation.
2 February 2026	Digital Animation: using Photoshop and AfterEffects to turn old magazine scans and found images into a digital cut-out animation. Learning how to prepare, layer, and import images, then animate them with timing and movement.
9 February 2026	Stop Motion Animation: using DSLR cameras, plastcine, and found objects to create a short animation. Learning how to set up and capture frame-by-frame movement, exploring techniques for bringing materials to life through posing and timing. Ending with a completed stop motion sequence relating to the theme of growth and decay.
16 February 2026	Storytelling and Storyboards: exploring narrative building through freewriting and prompts, then translating ideas into visual form with a short storyboard. Focusing on framing, sequence, and different camera angles to show how stories take shape in animation.
23 February 2026	Experimental Animation: using charcoal and chalk with pattern, sound, and movement to create abstract films. Creating an abstract animation with these elements that can communicate emotion and atmosphere.
2 March 2026	Pitching and Film Treatments: exploring how to develop and present animated film ideas. Reviewing example treatments, then creating a concept for a final animated film based on the theme of Identity. Choosing one of the week's mediums to shape the idea, and finishing with a designed treatment that outlines the story and approach.
9 March 2026	Pre-Production: developing the treatment and film idea into a clear plan for animation. Creating a storyboard to map out the sequence, organizing the structure of the film, and designing the character and prop elements needed for production.
16 March 2026	Production: beginning the animation process by bringing the film idea to life using the chosen medium. Focusing on applying pre-production plans, animating key scenes, and starting production of the final film.
23 March 2026	Final Session: completing the animation and moving into post-production. Editing shots together, adding sound to enhance the film, and finalizing the project. The session concludes with a small group screening to share and celebrate the finished animations.