

Course title	Storyboarding and 2D Animation			
Course code	BIMA-250			
Course type	Compulsory			
Level	1st Cycle			
Year / Semester	2nd			
Teacher's name	Poppy Aristidou			
ECTS	6	Lectures / week	12	Laboratories / week
Course purpose and objectives	<p>The main objectives of the course are to:</p> <ul style="list-style-type: none"> • Identify and explain the key concepts of storyboarding. • Demonstrate skills in communicating a clear visual narrative through scene transitions, continuity, and dialogue. • Analyze and apply principles of 2D animation to create effective animations. • Operate industry-standard software and tools for 2D animation. • Design characters for animation by integrating knowledge of anatomy, style and movement. • Animate characters to convey emotions and perform actions. • Produce a storyboard and animation at an advanced level, evaluating aesthetic and technical quality for the final project. 			
Learning outcomes	<p>After completion of the course students are expected to be able to:</p> <ol style="list-style-type: none"> 1. Create detailed, visually coherent storyboards that effectively convey the narrative, mood, and pacing of a story. 2. Demonstrate proficiency in using camera angles, shot composition, and transitions to enhance storytelling. 3. Apply the 12 principles of animation in the development of projects. 4. Utilize industry-standard software to produce professional-quality storyboards and animations. 5. Communicate narrative, emotion, and character actions visually through designing compelling storyboards and animations. 6. Design expressive characters suitable for animation, by analyzing anatomy, personality, and style. 7. Animate characters with realistic or stylized movements that represent emotions, personality, and interaction with the environment. 8. Plan and organize animation projects by developing animatics, scene breakdowns, and timing sheets. 			

	9. Produce an advanced-level animation that demonstrates both aesthetic and technical excellence for the final project.	
Prerequisites	BIMA-160	Required
Course content	Introduction to storyboarding/ animation sequence. Script breakdown and storyboard creation. Character design and development. Scene design. Fundamentals of 2D Animation. Digital animation techniques. Animatics and pre-visualization. Advanced storyboarding and animation techniques. Post-production / production for animation.	
Teaching methodology	Lectures, lab presentations, lab tutorials and workshops, individual/group tutorials, practical exercises, assignments and projects.	
Bibliography	<p>Storyboarding Essentials: SCAD Creative Essentials (How to Translate Your Story to the Screen for Film, TV, and Other Media). David Harland Rousseau, Benjamin Reid Phillips. Watson-Guptill 2013 ISBN 0770436943</p> <p>Fundamentals of Character Design: How to Create Engaging Characters for Illustration, Animation & Visual Development. 3DTotal Publishing 2020</p> <p>Animation Storyboarding Techniques: From Ideas To Final Frames. Connor Poirer. 2024 ISBN 979-8329790771</p> <p>Sketching for Animation: Developing Ideas, Characters and Layouts in Your Sketchbook. Peter Parr. Bloomsbury Academic 2018 ISBN 978-1350087095</p> <p>Recommended Textbooks / Readings: Adobe Animate Classroom in a Book. Russell Chun. Adobe 2024 ISBN 0770436943</p> <p>Animation Filmmaking: The Art Of Bringing Imagination To Life. Lizelle Park 2024 ISBN B0D8TY9S9N</p>	
Assessment	Class attendance and performance, assignment and practical projects.	
Language	English	