



ACADEMIC PROGRAM

2D LAYOUT

B.F.A. IN ANIMATION

MODALITY: ON CAMPUS

ACADEMIC YEAR: 2023-2024

Name of the course:	2D Layout
Degree :	Animation
Location:	Centro Universitario de Tecnología y Arte Digital
Area:	2D Animation
Year:	3º
Teaching period:	1
Type:	OBM
ECTS credits:	6
Teaching modality:	On campus
Language:	English
Lecturer / Email	Antonio Navarro Santalla/antonio.navarro@u-tad.com
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SUBJECT DESCRIPTION

Area description

Students taking the Mention in 2D Animation must take this course. This subject, as part of the mention in 2D Animation focuses on the development of the 2D animation technique, from 2D layout, 2D animation, clean up or ink and paint and 2D composition, as a complement to the common training in 2D techniques of the degree in its compulsory contents. In this way, students will be able to acquire a certain intensification of their knowledge at the undergraduate level in a technique in which an intensive use of drawing is required for the creation of content, either by means of digital or traditional tools.

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COMPETENCIES AND LEARNING OUTCOMES

Competencies

BASIC AND GENERAL

CG4 - Apply the aesthetic and perception fundamentals of the image in terms of structure, form, color and space in the representation of digital content.

CG8 - Optimize the work according to the technological resources related to the processes and tools of the project to be developed.

CB1 - That students have demonstrated to possess and understand knowledge in an area of study that starts from the basis of general secondary education, and is usually found at a level that, although supported by advanced textbooks, also includes some aspects that involve knowledge from the forefront of their field of study.

CB2 - That students know how to apply their knowledge to their work or vocation in a professional manner and possess the

competencies that are usually demonstrated through the elaboration and defense of arguments and problem solving within their area of study.

CB3 - That students have the ability to gather and interpret relevant data (usually within their area of study) to make judgments that include reflection on relevant social, scientific or ethical issues.

CB4 - Students should be able to convey information, ideas, problems and solutions to both specialized and non-specialized audiences.

CB5 - That students have developed those learning skills necessary to undertake further studies with a high degree of autonomy.

TRANSVERSALS

CT4 - Update the knowledge acquired in the use of digital tools and technologies according to the current state of the sector and the technologies used.

CT5 - Demonstrate versatility, flexibility and creativity in the development of projects, activities and works.

SPECIFIC

CE16 - Know the concepts and apply the tools and techniques that allow the introduction of visual effects in an audiovisual project.

SC5 - Apply the traditional principles of animation to the digital animation of characters and other elements.

SC1 - Execute drawing with traditional and digital techniques of artistic creation both for the ideation and for the representation of images.

CE2 - Know and apply the basics of photography, its elements of visual composition and the expressive value of lighting.

CE7 - Create audiovisual pieces applying the principles of composition, audiovisual narrative and graphics animation to the realization, planning, editing and post-production of sequences and shots.

SC8 - Apply technical drawing to the representation of pieces or spaces.

CE10 - Create images with a high level of finish using the most appropriate tools for the project of which it is a part.

SC11 - Use the theory, techniques and tools associated with lighting, rendering and composition.

SPECIFIC TO THE MENTION

CE2D1: Reflect the character of the characters through 2D animation of their expressions, movement and characteristic poses.

CE2D2: Integrate backgrounds and 2D animated characters in a plane using 2D composition and layout techniques.

CE2D3: Apply digital Ink & Paint techniques to the creation of 2D animated characters and backgrounds.

Learning outcomes

At the end of the degree, the graduate will be able to:

- Use the visual language of the different animation techniques to transmit ideas.
- Represent the physical environment, natural figures and objects through drawing with traditional or digital techniques.
- Apply the laws of representation systems for the visualization of objects, figures and spaces.
- Know the physical principles that govern colors for their dramatic and narrative use.
- To use light as a narrative and dramatic element in the creation of photographic images with knowledge of its physical principles.
- Master the basic laws of animation in both traditional and digital environments.
- Recreate fluid movements to generate believable animations in characters and objects.
- Represent in a two-dimensional plane a three-dimensional space or object according to the representation systems.
- Manage the interaction between different materials and lighting systems in 3D and 2D creative environments.
- Program elements in a 2D or 3D scene for the simulation of visual effects and the technical optimization of scenes.
- Plan character expression studies for a 2D animation production.
- Apply the key poses and basic physics necessary in the animation of a 2D animated character.
- Design the acting of the characters with attention to pantomime codes, non-verbal language, subtext analysis, dialogues and interaction between characters.
- Manage the interdependencies between rough animation, tie down, clean-up and intercut phases in 2D animation projects.
- Convincingly integrate particles and atmospheric effects created by 2D designs or drawings into the post-production stages of 2D animation.
- Color-correct and match the hues of different layers of a 2D animation composition.

- Use 2D camera control techniques to support a 2D animation production.
- Apply atmospheric perspective techniques in the construction of 2D animation environments and backgrounds.
- Determine the shading of the elements that make up a 2D animation scene.
- Generate lighting effects through digital painting techniques applied to 2D characters and backgrounds.
- Plan the coloring process of key frames of a scene.
- Develop strategies for continuous and autonomous training in new techniques and tools of the animator's profession.

CONTENTS

- Composition and framing
- 2D layout planning and preparation: Frames and fields
- Scene representation
- Background layout
- Background relationship with characters
- Overlays and underlays

SUBJECT SYLLABUS

Introduction to 2D Layout and TV Layout.

Theme 2. Feature Film Layout (line).

Theme 3. Feature Film Layout (tonal).

Topic 4. Anime Layout.

Topic 5. The animation camera.

TRAINING ACTIVITIES AND TEACHING METHODOLOGIES

TRAINING ACTIVITIES

LEARNING ACTIVITIES	Total hours	Hours of presence
<i>Theoretical / Expository classes</i>	22,00	22,00
<i>Practical classes</i>	33,75	33,75
<i>Tutorials</i>	4,25	2,13
<i>Independent study and autonomous work of the student</i>	35,00	0,00

<i>Elaboration of work (group or individual)</i>	50,75	0,00
<i>Evaluation Activities</i>	4,25	4,00
TOTAL	150	61,88

Teaching methodologies

Expository method or master class

Case method

Problem-based learning

Cooperative or collaborative learning

Inquiry-based learning

Flipped classroom or inverted classroom methodology

Gamification

TEMPORAL DEVELOPMENT

Theme 1- 3 weeks

Theme 2- 3 weeks

Theme 3- 3 weeks

Theme 4- 3 weeks

Theme5- 3 weeks

EVALUATION SYSTEM

ASSESSMENT SYSTEM	MINIMUM SCORE RESPECT TO THE FINAL ASSESSMENT (%)	MAXIMUM SCORE RESPECT TO THE FINAL ASSESSMENT (%)
<i>Assessment of participation in class, exercises or projects of the course</i>	10	20
<i>Assessment of assignments, projects, reports, memos</i>	30	60
<i>Objective test</i>	30	60

GRADING CRITERIA

ASSESSMENT SYSTEM	ORDINARY EVALUATION	EXTRAORDINARY EVALUATION
<i>Assessment of participation in class, exercises or projects of the course</i>	10	10
<i>Assessment of assignments, projects, reports, memos</i>	70	70
<i>Objective test</i>	20	20

General comments on the evaluations/assessments

The project will not be linked to a particular technique as this may end up being taken by another class, so we will work mainly on narrative aspects.

In the group project it will be necessary to provide:

- Art material generated by each student for the project (individual).
- Final script
- Model sheets
- Storyboard
- Animática
- Presentation (video, PPT)

Once you start doing the group work, you will have to show your work every week to the teacher in class to review what you are doing. If you repeatedly fail to show anything, you may fail the course.

From the vote of the second pitch, the only project that will be chosen will be the one that the group will work on in the subjects Projects III and Projects IV. The length of the project will depend on the number of students per class (5 students x 1 minute).

Due to the fact that one of the main objectives of the subject is to work collaboratively, it is possible that a student may fail the subject, independently of the rest of his classmates and the situation of the project. These cases are:

The student in question does not get involved, does not meet with his/her classmates, does not respond to communications and requests sent by them, does not complete assignments on time, never comes to class and does not collaborate with the rest.

The student in question hinders and obstructs the work of his/her classmates, makes decisions without consensus or consultation and maintains an excessively individualistic attitude.

In the Extraordinary Evaluation it will be necessary to re-deliver the failed parts, including the reports, the pending work, as well as the failed or not completed presentations. It is crucial to make the deliveries within the deadline. A 10-minute courtesy period will be given during which the submission is considered to be on time. After that time, work may be handed in within 24 hours after the due date, but with a penalty on the grade that will be determined by the teacher. Any detection of plagiarism, copying or use of bad practices (such as the use of IAs) in a paper or exam will result in the failure of that paper with a zero, the report to the faculty and academic coordinator and the application of the current regulations, which can lead to very serious penalties for the student.

LIST OF REFERENCES (BOOKS, PUBLICATIONS, WEBSITES):

Basic:

MacLean, Fraser. Setting the Scene: The Art & Evolution of Animation Layout (ISBN 10: 0811869873 ISBN 13: 9780811869874) Chronicle Books.

Ghertner, Ed. Layout and Composition for Animation (ISBN 10: 024081441X ISBN 13: 9780240814414) Focal Press

Recomendada:

Walt Disney Animation Studios The Archive Series: Layout and background (Walt Disney Animation Archives), Disney editions 978-1-4231-3866-2

Mateu-Mestre, Marcos Drawing and composition for visual storytellers (ISBN-10:1933492953 ISBN-13: 978-1933492957) Desing Studio Press.

Mateu-Mestre, Marcos Framed perspective I (ISBN-10: 1624650309 ISBN-13: 978-1624650307) Desing Studio Press.

Mateu-Mestre, Marcos Framed perspective II (ISBN-10: 1624650325 ISBN-13: 978-1624650321) Desing Studio Press.

Bacher, Hans Dream Worlds: Production Design for Animation (ISBN-10: 0240520939 ISBN-13: 978-0240520933) Routledge

REQUIRED MATERIALS, SOFTWARE AND TOOLS

Type of classroom

Cintiq

Materials:

Display - Digital whiteboard, Laptop

Software:

Autodesk Maya, Adobe Premiere, After Effects, Photoshop.