Jordan University of Science and Technology
Faculty of Architecture And Design
Design And Visual Communication Department

DV262 2d Animation
Second Semester 2023-2024

Course Catalog
3 Credit Hours. In this course students will study the principles of animation through a series of projects and assignments designed to demonstrate the principles of animation. Issues such as keyframing, in-betweening, and cycling will be addressed as well. This course will also introduce students to the principles and techniques required for the development of professional, two --- dimensional, traditional and digital animation issues. Students will create a variety of projects, and animated shorts.
Teaching Method: Blended

Text Book	
Title	The animator's survival kit
Author(s)	Williams, Richard
Edition	4th Edition
Short Name	The animator's survival kit
Other Information	

Course References

Short name	Book name	Author(s)	Edition	Other Information
The illusion of life	The illusion of life: Disney animation	Ollie Johnston, and Frank Thomas	6th Edition	

Instructor	
Name	**Mr. Ahmad Al Bashabsheh**
Office Location	-
Office Hours	
Email	akalbashabsheh8@just.edu.jo

Class Schedule & Room
Section 1: Lecture Time: Sun, Tue : 11:30 - 13:30 Room: LAB Section 2: Lecture Time: Sun, Tue : 14:30 - 16:30 Room: LAB Section 3: Lecture Time: Mon, Wed : 08:30 - 10:30 Room: LAB Section 4: Lecture Time: Mon, Wed : 14:30 - 16:30 Room: LAB

Prerequisites		
Line Number	**Course Name**	**Prerequisite Type**
2232410	DV241 Computer Graphics And Illustration	Prerequisite / Study

Tentative List of Topics Covered		
Weeks	**Topic**	**References**
Week 1	Introduction to course , Introducing the history of animation	
Week 2	Start in 1st project Principles of Animation, introduction about Adobe animate software	
Week 2	Principles of Animation: Time and Space/Slow In slow out (ease in --- out)/Squash and Stretch. Assignment 1	From **The animator's survival kit**, From **The illusion of life**
Week 3	Principles of Animation: Arc / Follow Through and overlapping / Straight Ahead and Pose to Pose Assignment 2	
Week 5	Principles of Animation: Anticipation / Exaggeration/ Secondary Action. Assignment 3	
Week 6	Principles of Animation: Staging /Solid Drawing/ Appeal Submit Assignment 4	
Week 7	presentation of case studies about chosen character from movies to animate it	
Week 8	learning adobe Animate interface (tweening Animation 2D)	
Week 9	Working in 2ed project (tweening Animation)	

Week 10	Submit Project (2ed Project)	
Week 11	Start in Final project (short Animation video)	
Week 12	Working in Final project (concept discussion)	
Week 13	Working in Final project (keyframes)	
Week 14	Working in Final project (animation)	
Week 15	Working in Final project (animation)	
Week 16	Submit Project (final project)	

Mapping of Course Outcomes to Program Outcomes	Course Outcome Weight (Out of 100%)	Assessment method
Understand the 12 principles of animation	10%	
Making short animation shots for objects and characters to apply each principle of animation	30%	
Drawing animated characters from different angles	10%	
Understand the acting principle in animation	5%	
Apply new techniques to digital software for 2D animation, like tweens, to make the process faster and easier	10%	
Making a short animated scene with a story by applying the 12 principles of animation and acting principles	35%	

Relationship to Program Student Outcomes (Out of 100%)							
PLO1	PLO2	PLO3	PLO4	PLO5	PLO6	PLO7	PLO8

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