

NIRMA UNIVERSITY

Institute:	Institute of Design
Name of Programme:	Bachelor of Design (Communication Design Prog.)
Course Code:	2DD108CC25
Course Title:	Introduction to Animation
Course Type:	Core
Year of introduction:	2025-26

L	T	Practical component				C
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Course Learning Outcomes (CLOs)

At the end of the course, the students will be able to:

1. Demonstrate the 12 Principles of Animation through individual exercises (BL 3)
2. Integrate sound design and perform simple post-production editing (BL 3)
3. Create comprehensive pre-production deliverables: concept sketches, storyboards, and animatics (BL 6)
4. Produce basic 2D animation using various software (BL 6)
5. Collaborate effectively to deliver an Animated Short (BL 6)

Contents

		Teaching Hours (Total 90)
Unit 1	Animation Principles & Basics	18
	<ul style="list-style-type: none"> • Overview of the 12 Principles • Squash & Stretch; Anticipation; Staging; Straight Ahead vs. Pose-to-Pose; Follow Through & Overlapping Action; Slow In/Out; Arcs; Secondary Action; Timing; Exaggeration; Solid Drawing; Appeal 	
Unit 2	Pre-Production & Storyboarding	24
	<ul style="list-style-type: none"> • Screening, and “behind the scenes” of an animated film, Concept Ideation, Scriptwriting, Character design, Concept Sketches, Storyboarding, Shot breakdown, Timing & Annotations, Sound, Animatics. 	
Unit 3	Production Techniques	24
	<ul style="list-style-type: none"> • Frame-by-frame workflows, in-betweening, Introduction to rigging and different animation methods. 	

- Exporting and compositing frames, Editing timeline, Transitions, Pacing, Sound Design, Voice-over recording, Audio synchronization.

Note: Final outcome is a 60-120 seconds short film, made in a team.

Self-Study:

Selected Research Papers on Design

Suggested Viewings:

1. Algar, James, The Sorcerer's Apprentice section, of Fantasia, 1940 (Squash & Stretch; Appeal) <https://youtu.be/r7gLIiv4ito>
2. Lasseter, John. Luxo Jr. John Lasseter, 1986 (Staging; Slow In/Out; Appeal) <https://youtu.be/w7tFQGSZjUI>
3. Eggleston, Ralph. For the Birds. Ralph Eggleston, 2000. (Timing; Exaggeration; Solid Drawing) <https://rb.gy/cbqdr2>
4. Kahrs, John. Paperman. John Kahrs, 2012 (Secondary Action; Arcs; Follow Through) https://youtu.be/XrqSF2OOz_M
5. Gobelins School. Student Films. Gobelins School, n.d. (Diverse application of multiple principles) <https://www.youtube.com/user/gobelins>
6. Kentridge, William. Felix in Exile. William Kentridge, 1988 (Experimental; Staging) <https://vimeo.com/66485044>
7. Keane, Glen. Dear Basketball. Glen Keane, 2017 (Anticipation; Exaggeration; Appeal) <https://youtu.be/bfiwfx6y6Wg>
8. Jackson, Wilfred. The Old Mill. Wilfred Jackson, 1937 (Multi-plane camera use; Staging; Appeal) <https://youtu.be/MYEmL0d0lZE>

Suggested Readings/References:

1. Williams, Richard, *The Animator's Survival Kit*. Faber & Faber, 2001. (chapters on key principles)
2. Blair, Preston, *Cartoon Animation*. Walter Foster Publishing, 1948. (timing & staging sections)
3. White, Tony, *The Animator's Workbook*. Focal Press, 2001. (frame-by-frame exercises)
4. Wells, Paul, *Understanding Animation*. Routledge, 1998. (introductory theory & practice)