2D Animation & Character Design
Lynx Camp June 2024 Full Week

Monday - Form & Ideation
- Morning:
    - Ice Breakers & Introductions - What game or cartoon would you pick to give someone your vibe?
    - Warm Up Exercise: Draw Gestures of each other
    - Character Drawing Demo: pose & simple volumes
    - Exercise: Explore poses with simple forms
    - Demo: Breaking Down Forms of Popular 2D Character Designs
    - Exercise: Break down a 2d animated character of your choice
- Afternoon:
    - Lecture: Ideation
    - Exercise: Character Ideation
    - Demo: Introduction to Photoshop & Animation in Photoshop
    - Project 01: "The Turnaround"
    - Demo: Key Frames & Simple Forms

Tuesday - Inbetweens
- Morning:
    - Warm Up: Posing your character
    - Lecture: Shape Design
    - Demo: Inbetweening!
- Afternoon:
    - Lecture: Character Stylization
    - Project 01: Work time

Wednesday - Complete Turn Around
- Morning:
    - Warm Up: 4 Frame Character walk exercise
    - Work Time: Finish, render & export Project 01
- Afternoon:
    - Assign Project 02: "The Title Sequence"
    - Lecture: Types of Shots
    - Project 01: Rough Storyboards
        - Recommend a run, jump or similar action.

Thursday - Backgrounds
- Morning:
    - Warm Up: 4 Frame Character run exercise
    - Lecture: Background Design & Paint
- Afternoon:

                • Project 2: Work time

Friday - Finish and Show Project 02
    • Morning:
                • Project 2 work time: Finish & Render
                • Finish Project 2!!!
    • Afternoon:
                • Student Showcase - Screening and Celebration of Your Hard Work!