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!