Summary: 2D Illustration/Animation Full Week

Sunday (evening) Preparation
- Prepare physical materials for class
  - Sketchbook & Pencils - no eraser needed ;^)

Monday - Drawing & Digital Drawing
- **Morning:**
  - Ice Breakers & Introductions - What’s your “guilty pleasure cartoon”?
  - Cracking the code of Instant Inspiration! - Character Design Exercise 01: pose & volume
  - Discussion: Character - what can and can’t you design?
- **Afternoon:**
  - Screening: Great Vector Character Designs!
  - Lesson 01: Adobe Animate & Digital Drawing
  - Project 01: “The Turnaround”
  - **HW Overnight Reading:** Scott McCloud Chapters

Tuesday - Frame Series Animation
- **Morning:**
  - Warmup Character Design Exercise 02 - Digital Drawing: pose, volume & detail
  - Screening: Great Vector Character Designers!
  - Lesson 02: 2D Traditional Hand-Drawn Frame Series Animation
- **Afternoon:**
  - Lesson 03: Inbetweening!
  - Project 01 work time

Wednesday - Complete Frame Series Animation Project
- **Morning:**
  - Warmup Character Design Exercise 03: context, concept, pose & volume
  - Work Time: Finish, render & export Project 01
- **Afternoon:**
  - Assign Project 02: “The Title Sequence”
  - Screening: Great “Limited Animation”!
  - Discussion forum: “1, 2, 4, All” - What creative collaboration feels like
  - Lesson 04: Tweening, Frame Series, & Layers: Interpolation, Duplication & Convenience
    - Lesson 05: Rigging FK characters

Thursday - Work on Project 02
- **Morning:** Warmup Character Design Exercise 04: One concept, multiple poses & volume
  - Lesson 06: Designing dynamic animated backgrounds
  - Lesson 07: Adding music & syncing animation
- **Afternoon:**
  - Project 2 work time

Friday - Finish and Show Project 02
- **Morning:**
  - Project 2 work time: Animating and Rendering (work, work, work)
  - Finish Project 2!!!
- **Afternoon:** **Student Showcase - Screening and Celebration of Your Hard Work Completed!!!**