MONOLITH®
RESEARCH AND TRAINING LABS

# PG DIPLOMA IN 2D ANIMATION

# COURSE OBJECTIVE:

2D animation is a captivating artistic technique that brings characters and objects to life in a two-dimensional space with the illusion of motion. 2D animation is widely used today, ranging from simple explainer videos to enchanting anime creations. This program provides specialized training in advanced 2D animation techniques for visual effects, film, television and gaming. Students will learn 2D animation skills using industry-standard software like Toon Boom.

In this program, students will develop the skills to excel in various roles within the realm of 2D animation with opportunities ranging from animating and creating visual effects to storyboarding and motion graphics.

## JOB OPPORTUNITIES

- Storyboard Artist
- Previsualization Artist
- Stop-Motion Animator
- 2D Game Animator
- Background Artist
- 2D Animator
- Character Designer
- Layout Artist
- Texture Artist
- Motion Graphics Designer
- Illustrator
- Digital Content Creator
- Compositing Artist
- Effects Animator
- Lip Sync Animator

## SCOPE

The increasing demand for high-quality animated content in the film, television, and gaming industries is driving the growth of the 2D animation market. The rise of streaming platforms has created an increasing demand for animated shows and movies. Due to growing consumer interest in animated content, the animation industry is projected to reach 587 billion USD by 2030. The advent of new technologies, such as AR and VR, is also poised to create new opportunities for 2D animators.

**Global animation market value 2020-2030 | Statista**

| SEMESTER | PAPER | TITLE |
|---|---|---|
| I | Paper I | Fundamentals of Art |
| | Practical I | Visual Art I |
| | Paper II | Film Studies |
| | Practical II | Pre – Visualization |
| | Practical III | Matte Painting |
| II | Paper III | Advanced Art |
| | Practical IV | Visual Art II |
| | Practical V | Stop Motion Animation |
| | Paper IV | Introduction to 2D Animation |
| | Practical VI | Digital Animation |

| SEMESTER | PAPER | TITLE |
|---|---|---|
| III | Practical VII | Digital Photography |
| | Paper V | 2D Production Process |
| | Practical VIII | Rigging for 2D Animation |
| | Paper VI | Character Animation |
| | Practical IX | Animatics |
| IV | Paper VII | Short Film Production |
| | Paper VIII | Media Law and Ethics |
| | Practical X | Video Editing |
| | Practical XI | Portfolio Presentation |
| | Practical XII | Project |

# FUNDAMENTALS OF ART

## OBJECTIVE:

This module focuses on developing students' ability to visualize concepts through observation drawing, recognizing design components, and creating concept arts to effectively communicate design ideas. It also involves analysing artistic production, applying art theory, and nurturing creative and technical skills.

## KEY HIGHLIGHTS:

- Introduction to Art
- Elements of Art
- Principles of Design
- Observation Drawing
- Concept Art
- Art Theory
- Creative Skill Development

# VISUAL ART I

## OBJECTIVE:

In this module, students will learn design elements, analyse and interpret their own artworks, and compare contemporary works with their historical counterparts. They will also learn to evaluate basic design elements, produce innovative artwork, and create a series of cohesive and conceptually related art pieces.

## KEY HIGHLIGHTS:

- Perspective Drawing
- Two-Point Perspective
- Three-Point Perspective
- Spherical Perspective
- Color Theory
- Environment Design
- Visual Analysis
- Concept Development

# FILM STUDIES

## OBJECTIVE:

This module aims to provide students with a comprehensive understanding of cinematic texts, covering theoretical frameworks in film production. Students will learn about the pre-production, production, and post-production processes, and develop skills in both film analysis and filmmaking.

## KEY HIGHLIGHTS:

- Introduction to Filmmaking
- Storytelling
- Screenwriting
- Camera Fundamentals
- Scripting
- Animatics
- Types of Editing
- Principles of Animation

# PRE – VISUALIZATION

## OBJECTIVE:

This module introduces the design process and the importance of storyboarding in conveying ideas. Students will learn scriptwriting techniques, develop stories and characters. The module emphasizes clear communication and alignment of ideas in the pre-production stage.

## KEY HIGHLIGHTS:

- Scripting
- Character Sheet
- Composition
- Scene Breakdown
- Shot Breakdown
- Storyboarding
- Multi-planning
- Sequence

# MATTE PAINTING

## OBJECTIVE:

This module focuses on digital painting techniques for creating realistic matte paintings. Students will learn composition, colour theory, perspective, and lighting, and develop the ability to turn creative concepts into detailed matte paintings.

## KEY HIGHLIGHTS:

- Introduction to Matte Painting
- Seamless Composition
- Natural Landscape
- Urban Atmosphere
- Fantasy Realm
- Weather Effects
- Daylight Scene
- Nighttime Setting

# ADVANCED ART

## OBJECTIVE:

Students will demonstrate technical ability and craftsmanship in their artworks, apply the elements of art and principles of design to effectively communicate art theory concepts. They will also explore art styles from different cultures and time periods, enhancing their understanding of artistic characteristics.

## KEY HIGHLIGHTS:

- Force Drawing
- Staging
- Reportage
- Digital Art
- Hue Render
- Advanced Colour Theory
- Composition
- Character Design

# VISUAL ART II

## OBJECTIVE:

The objective of this module is to develop a comprehensive understanding of anatomical relationships and proportions in descriptive drawing of the human form. Students will demonstrate proficiency in linear drawing methods and incorporate the rhythms of the body and natural forms into their figure drawings.

## KEY HIGHLIGHTS:

- Shape Anatomy
- Imagination Sketches
- Digital Environments
- Film Colour Script
- Background Art
- Character Concepts
- Expression Sheets
- Turntable Characters

# STOP MOTION ANIMATION

## OBJECTIVE:

The objective of this module is to develop skills in creating visually appealing and engaging animations. Students will demonstrate a solid understanding of frame-by-frame animation, timing, and storytelling. They will also experiment with various stop motion techniques, such as claymation, pixelation etc.

## KEY HIGHLIGHTS:

- Object Motion
- Camera Operation
- Claymation
- Character Movement
- Inanimate Animation
- Paper Animation
- Pixelation Sequence
- Storyboard Recreation

# INTRODUCTION TO 2D ANIMATION

## OBJECTIVE:

This module will equip students with the ability to create interactive animation designs. Students will become familiar with various approaches, methods, and techniques of animation technology. The objective is to establish a strong foundation in the fundamentals of animation techniques, and sequences.

## KEY HIGHLIGHTS:

- Introduction to Harmony
- Interface Overview
- Drawing Tools
- Keyframing
- Timing Charts
- Basic Animation
- Walk Cycles
- Paperless Animation

# DIGITAL ANIMATION

## OBJECTIVE:

The objective is to demonstrate a significant understanding of different animation techniques and apply them critically when creating their own work. Students will explore different media and techniques to define and express ideas, applying cognitive learning to produce a body of work.

## KEY HIGHLIGHTS:

- Background Design
- Character Creation
- Inking
- Bouncing Ball
- Walk Cycles
- Video Animation
- Body Mechanics
- Dialogue Shots

# DIGITAL PHOTOGRAPHY

## OBJECTIVE:

This module focuses on camera types, components, and functionality. They will learn the foundational principles of photography, including composition, exposure, aperture, shutter speed, ISO etc. The objective is to apply these principles to create artistic and impactful photographs.

## KEY HIGHLIGHTS:

- Camera Basics
- Composition
- Lighting Techniques
- Camera Operations
- Photography Genres
- Digital Image Editing
- Photo Storytelling
- Portfolio Development

# 2D PRODUCTION PROCESS

## OBJECTIVE:

The objective of this module is to familiarize students with various divisions in paperless animation, such as cut-out animation, and to provide an understanding of the production pipeline for 2D animation. Students will develop strong drawing, composition, and anatomy skills.

## KEY HIGHLIGHTS:

- 2D Animation Pipeline
- Paperless Animation
- Cutout Animation
- Storyboard
- Special Effects
- Composition
- Prop Interaction
- Rigging Preferences

# RIGGING FOR 2D ANIMATION

## OBJECTIVE:

The objective of this module is to develop students' understanding of rigging methodologies and the process of bringing characters to life from concept to final product. Students will learn to animate drawings and will demonstrate the ability to execute in-between drawings and acquire the skills to rig characters.

## KEY HIGHLIGHTS:

- Cutout Motion
- Pointing Gesture
- Prop Interaction
- Head Turn
- Walk Rhythm
- Basic Rigging
- Advanced Rigging
- Cutout Layouts

# CHARACTER ANIMATION

## OBJECTIVE:

This module enables students to learn character animation and apply that knowledge to cut-out animation. Students will become proficient in rigging processes and will apply the process of animation creation, from script to storyboard, layout, key posing, clean-up, lip syncing, and editing.

## KEY HIGHLIGHTS:

- Human Body Mechanics
- Physics Behind Animation
- Trajectory in Animation
- Cutout Animation
- Animation Rhythm
- Acting with the body
- Advanced Acting
- Audio Breakdown

# ANIMATICS

## OBJECTIVE:

The objective of this module is to apply artistic skills and processes to create frame-by-frame animations and to understand advance body mechanics, and character acting. Students will develop an understanding of the animatics process and execute animatics based on storyboards.

## KEY HIGHLIGHTS:

- Walk Cycle Animation
- Character Animation
- Pantomime
- Key Frame
- Video Referencing
- Acting Shot
- Dialogue Shot
- Cutout Rig

# SHORT FILM PRODUCTION

## OBJECTIVE:

This module explores the knowledge and comprehension required to develop a film and understand the production procedures for short films. Students will demonstrate an understanding of the entire film production process, and will develop skills in scriptwriting, screenplay writing, and storyboarding.

## KEY HIGHLIGHTS:

- Team Management
- Networking
- Showreel
- Short Film Production
- Props and Environment
- Pre-production
- Production
- Post-production

# MEDIA LAW AND ETHICS

## OBJECTIVE:

The objective is to demonstrate an understanding of historical and contemporary ethical challenges in the media industry, the relationship of ethics to democracy and journalistic practice. Students will discuss media laws, including freedom of speech, and media regulation in India and globally.

## KEY HIGHLIGHTS:

- Copyright Act
- Film Censorship
- Broadcasting Law
- Cyber Law
- Social Media
- Indian Media and the Constitution
- Measures against Digital Piracy
- Ethical Issues in Indian Media

# VIDEO EDITING

## OBJECTIVE:

Students will learn audio editing and sound design, and enhance visual appeal, transitions, visual effects, colour correction, and grading. Students will learn to manage and organize video clips, audio tracks, and will develop an editing workflow from importing and organizing media to exporting final video files.

## KEY HIGHLIGHTS:

- Video Editing
- Montage with theme
- Music Video
- Dynamic VFX Edit
- Graphic Integration
- Typography
- Animation
- Visual Consistency

# PORTFOLIO PRESENTATION

## OBJECTIVE:

The objective is to develop a comprehensive and visually appealing portfolio showcasing students' work, skills, and achievements. Students will curate relevant and impressive pieces tailored to their career goals and target audience. They will demonstrate professionalism in portfolio design and presentation that go along with industry standards and best practices.

# PROJECT

## OBJECTIVE:

The objective of this module is to understand fundamental concepts and methods in the specialized area of study. Students will demonstrate knowledge and skills specific to the professional field, identify and meet the needs of the specialized area of practice. Students will apply their understanding and skills to complete a project that aligns with their specialized area of study.

# INDUSTRY CONNECT & PLACEMENT ASSISTANCE

For over twenty-five years, Monolith has provided media technology communication services to Japan, Singapore, India, Hong Kong, China, the Republic of Korea, Australia, and the United Kingdom. With over two decades of experience in providing staffing and HR solutions, Monolith has established itself as an industry leader in delivering high-level service quality among the top hundred Fortune Five Hundred companies.

Monolith offers full support to the learners by helping them build a strong portfolio and identify jobs that align with their interests and goals. Learners will get highly beneficial insights about the current job market and what employers seek through the program. By providing hands-on training with cutting-edge technologies, exposure to real-world use cases and internships through its industry connect, Monolith helps learners to gain an accurate view of the industry.

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# NEED FOR CURIOUS MINDS IN THE CREATIVE TECHNOLOGY TREND

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