



Frame-by-Frame Excellence

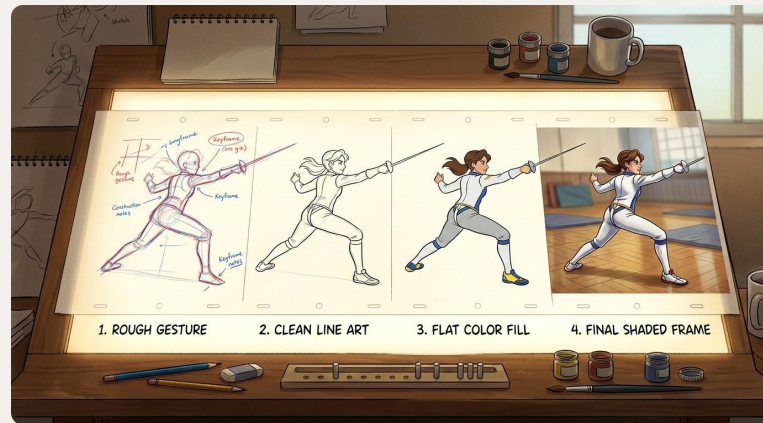
2D Classical Animation



Learn to Bring Characters to Life — Frame by Frame. From animation principles and character design to storytelling, digital production and portfolio.

Character Design Frame-by-Frame Animation Storyboarding Final Animated Project

Visual Concept: Production Pipeline Transition



1. GESTURE

Rough Sketch



2. CLEANUP

Clean Pose



3. COLOR KEY

Flat Colors



4. FINAL FRAME

Animated Frame



MOVEMENT IS MORE THAN CHANGING FRAMES



Animation works when movement communicates weight, intention, and emotion.

A character action is broken across several key frames to orchestrate the physical mechanics of motion.

Annotations emphasize how timing, spacing, and arcs work in unison.

Key Motion Mechanics

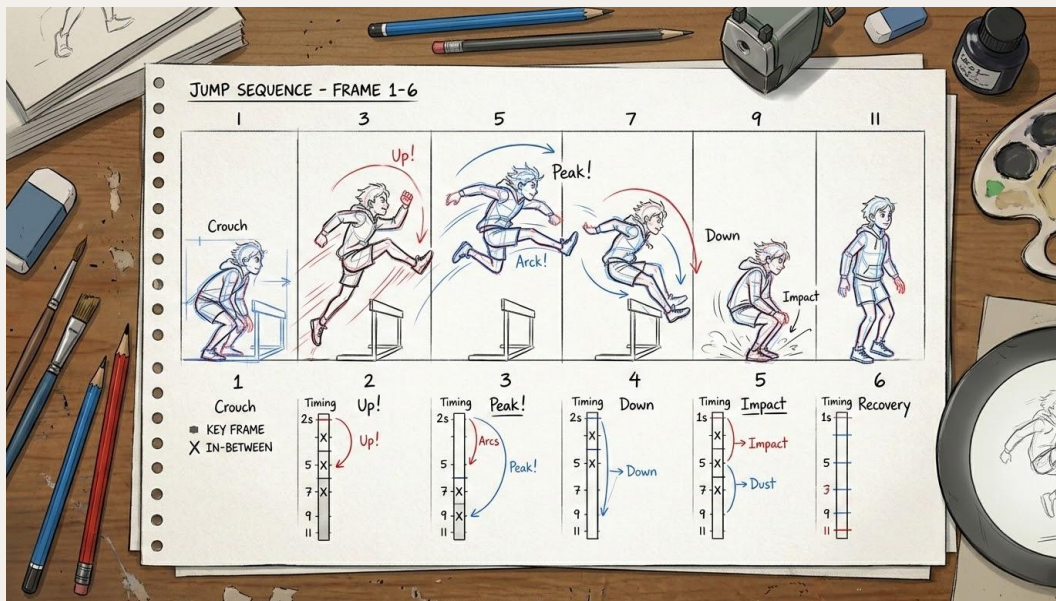
Timing & Spacing

Weight & Anticipation

Arcs & Exaggeration

Follow-Through & Appeal

 "Red & blue col-erase annotations map timing charts and parabolic arcs directly onto action frames."



Jump Sequence: Frame 1-6 (Crouch → Up → Peak → Down → Impact → Recovery)

2D CLASSICAL ANIMATION

Course Overview & Curriculum Dashboard

Traditional & Digital Workflow

COURSE FOCUS

Focuses on core **traditional animation principles** seamlessly combined with a **modern digital workflow**. Designed to build strong fundamentals in frame-by-frame movement and digital execution.



REGULAR TRACK

Approximate duration for standard track completion.

BATCH SCHEDULES

Flexible track options tailored to diverse learning speeds:

- **Regular Track** (Standard)
- **Weekend Batches** (Flexible)
- **Fast Track** Options

LEARNING STYLE

Highly practical, execution-driven methodology:

- Hands-on practical training
- Regular skill assignments
- Guided studio projects

TARGET AUDIENCE

Perfectly structured and suitable for:

- **Beginners** with no prior experience
- **Students** pursuing art & design
- **Creative learners** & hobbyists

FINAL COURSE OUTCOME

Graduates complete the program with a **full animated project** and a **professional portfolio** ready for industry showcase or studio applications.

** Portfolio assets are reviewed directly by industry mentors*

FOR PEOPLE WHO WANT TO MAKE STORIES MOVE



Target Profiles & Participant Pathways

01 // FOUNDATION

Aspiring Animators

A focused start in 2D animation, learning core movement, frame-by-frame timing, and key techniques.

02 // EXPRESSION

Illustrators

Looking to add movement, weight, and vivid character performance to static drawings.

03 // NARRATIVE

Design Students

Interested in visual storytelling, cinematic sequences, and motion composition.

04 // START

Creative Beginners

Seeking an accessible, structured entry point into the world of creative animation art.

05 // ENGAGEMENT

Content Creators

Wanting stronger narrative skills and engaging visual hooks for media projects.

06 // EXPANSION

Multimedia Learners

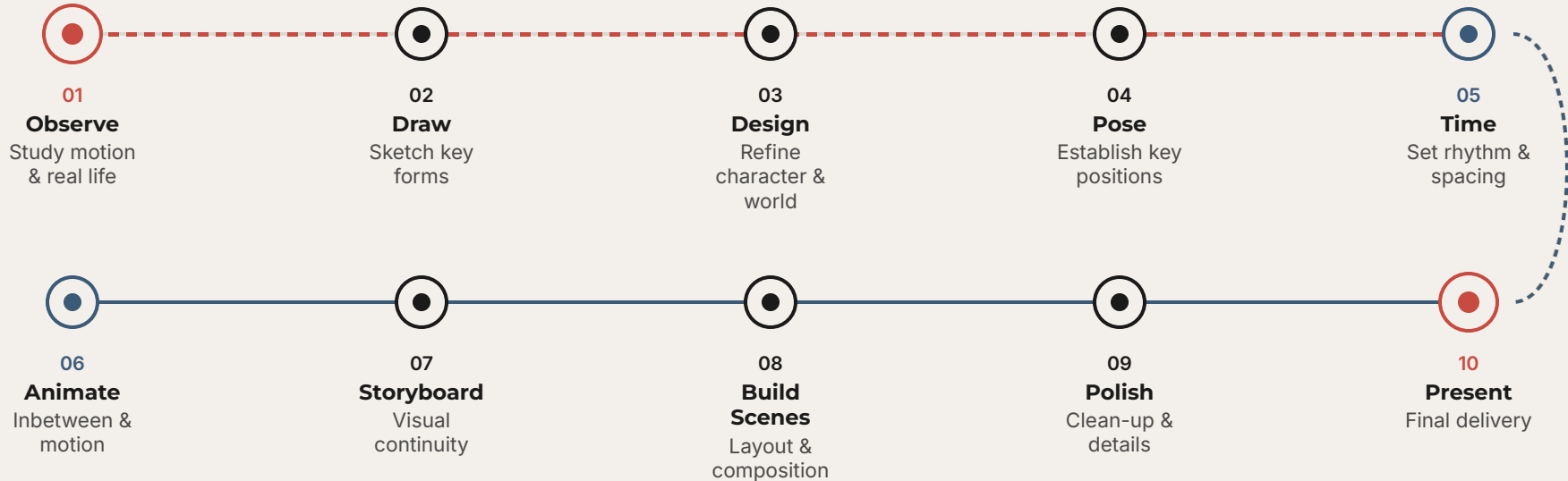
Expanding their overall creative toolkit across digital media, video, and animation.

PREREQUISITES: Prior professional animation knowledge is not required to begin.

Animation Production Pipeline

A structured 10-stage journey from concept to final presentation

** Phase 01 to 05 establishes foundational assets; Phase 06 to 10 executes final production & delivery.*



Each stage meticulously prepares the learner for the next step in the pipeline, ensuring a comprehensive understanding of the entire animation process from initial conception to final delivery.

CLASSICAL ANIMATION FOUNDATIONS

01

Module 01

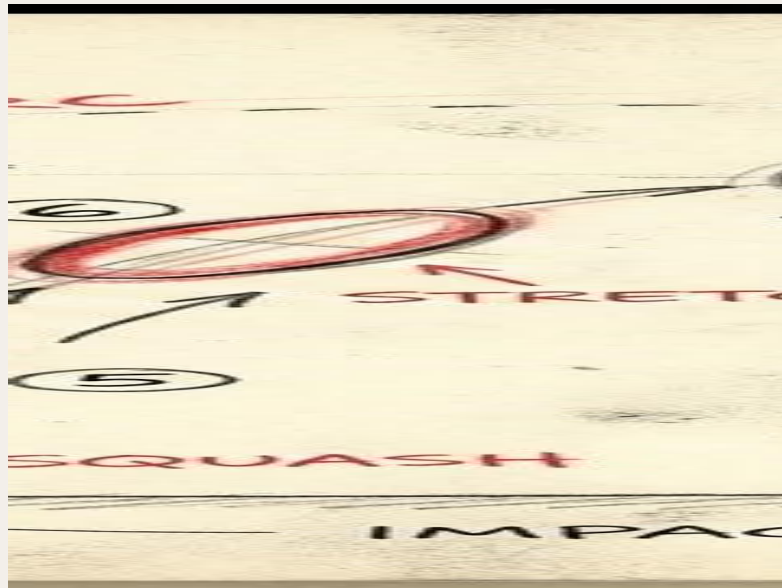
Core Foundations

Core Topics

- Squash & Stretch, Anticipation
- Timing & Spacing Mechanics
- Arcs & Staging
- Follow-Through & Secondary Action
- Visual Rhythm

Practical Tasks

- Bouncing Ball
- Pendulum Motion
- Simple Action Sequence



Primary Animator's Task:

Make a ball feel heavy through timing & spacing.

** Illustrating gravity and momentum through detailed spacing marks.*

PRINCIPLES CREATE BELIEVABLE MOTION

The 12 Fundamental Rules of Classical Animation



1. Squash & Stretch

Gives weight and flexibility to drawn objects. Volume remains constant while shape distorts.



2. Anticipation

Prepares the audience for a major action through a reverse momentum motion.



3. Staging

Directs attention to what is important in the frame, avoiding unnecessary clutter.



4. Straight & Pose

Spontaneous frame-by-frame action vs. planned keyframe and in-between workflow.



5. Follow-Through

Unattached body parts and secondary elements continue moving after primary stop.



6. Slow In / Out

More frames near key poses and fewer during rapid transitions build realistic acceleration.



7. Arcs

Natural actions follow curved trajectories rather than linear, mechanical paths.



8. Secondary Action

Subordinate movement that supports and enriches the primary action without distracting.



9. Timing

Number of drawings between poses dictates the speed, weight, and emotion of action.



10. Exaggeration

Pushing movement and expression beyond reality to convey heightened impact.



11. Solid Drawing

Creating forms with 3D space, volume, balance, and shadow awareness on 2D surfaces.



12. Appeal

Designing characters with charisma and magnetic personality that captivate viewers.

** Essential mechanics applied in practical studio production*

02. CHARACTER DESIGN

"Before a character moves, it needs personality. Show emotion without using dialogue."

1. Shape Lang.

2. Silhouette

3. Proportion

4. Costume

5. Expression

6. Final Char.

Core Design Topics

- Construction, Silhouettes & Proportions
- Expressions, Gestures & Poses
- Personality & Visual Consistency

Practical Assignments

- Character Concept Sheet
- Expression Sheet & Pose Sheet
- Character Turnaround

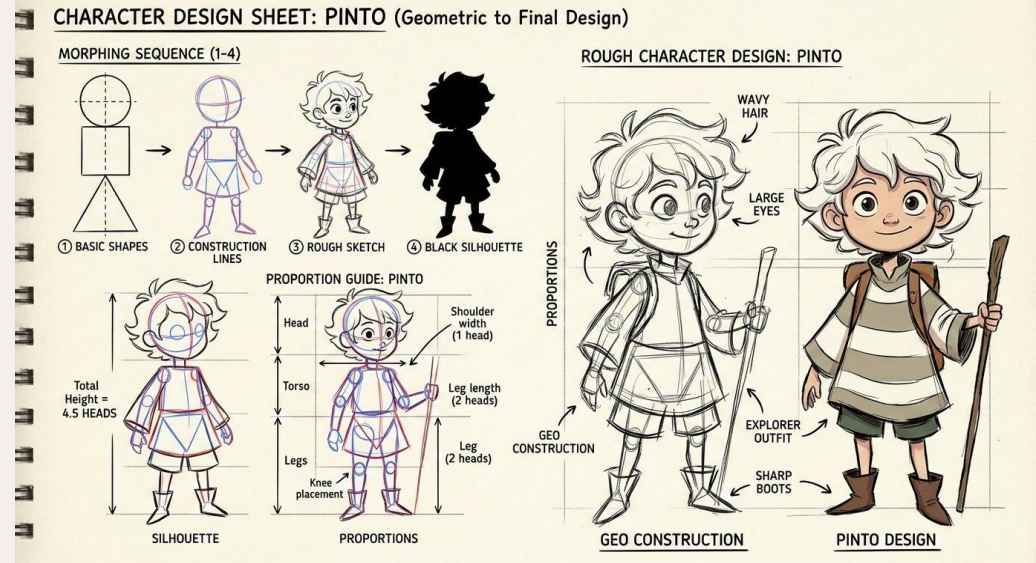
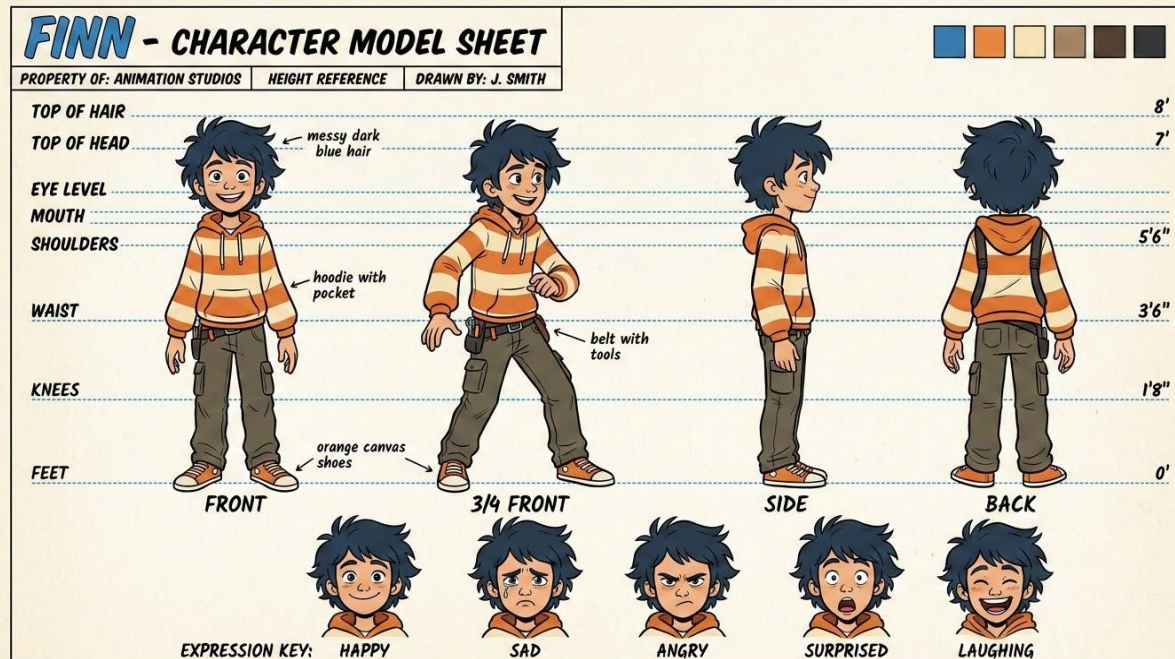


Fig 2.1 – From geometric construction to final character design

Complete Character Model Sheet

Maintain Character Consistency Across Animation Pipelines



📐 4-Angle Turnaround: Front, 3/4, Side, & Back

📐 Expression Key: Neutral, Happy, Sad, Angry, Surprised

Why Model Sheets Matter

Essential blueprints for production consistency.

Model sheets serve as the definitive visual anchor for animators, cleanup artists, and supervisors.

Key Functions:

- **Proportion Control:** Locks character height & feature placement across scenes.
- **Multi-Angle Reference:** Eliminates guesswork during complex turnarounds.
- **Emotional Range:** Standardizes key acting & facial expressions.

"Ensures 100+ artists draw the same character seamlessly."

MODULE 03 | POSING & CHARACTER PERFORMANCE

Core Posing Pillars

A strong pose immediately communicates character emotion.

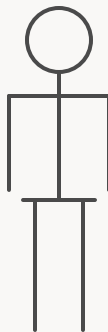
- Line of Action
- Balance & Weight
- Clear Silhouette
- Gesture & Energy
- Facial Expression

Main Assignment

Create a comprehensive set of storytelling poses that communicate clear narrative and emotion **entirely without dialogue**.

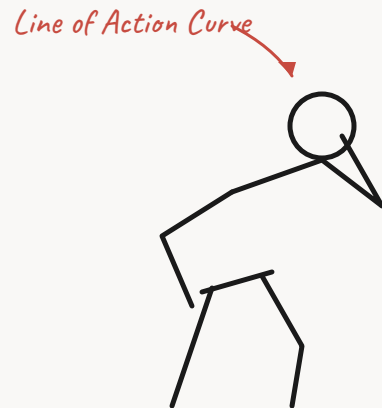
Pose Performance Comparison

Weak Pose (Symmetrical / Stiff)



Lack of dynamic line, ambiguous silhouette, neutral balance with zero weight transfer.

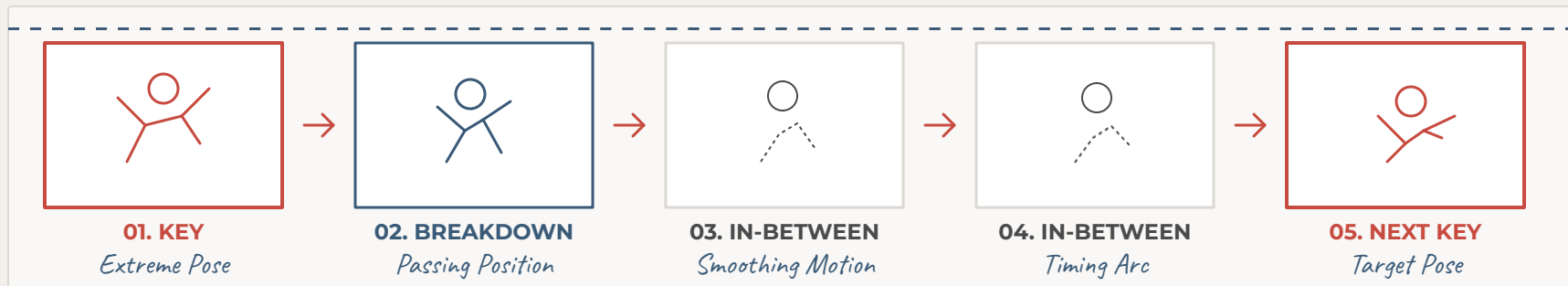
Strong Pose (Dynamic Gesture)



Clear visual force, expressive silhouette, evident weight distribution, and high readability.



MODULE 04: Frame-by-Frame Animation *The Art Between Poses*



CORE TECHNICAL TOPICS

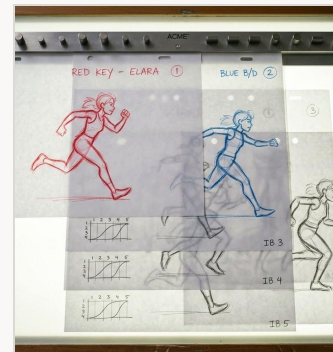
- **Keyframes & Breakdowns:** Defining story poses and major movement transitions.
- **Timing & Spacing:** Controlling weight, velocity, and ease-in/ease-out mechanics.
- **Motion Arcs & Transitions:** Ensuring natural, fluid paths of action for all body parts.
- **Follow-Through & Secondary Motion:** Adding realistic drag, overlap, and dynamic realism.

HANDS-ON ASSIGNMENT

Build a Complete Walk Cycle

Apply frame-by-frame principles to design a full looping character walk cycle. Master contact poses, down positions, passing frames, and up positions.

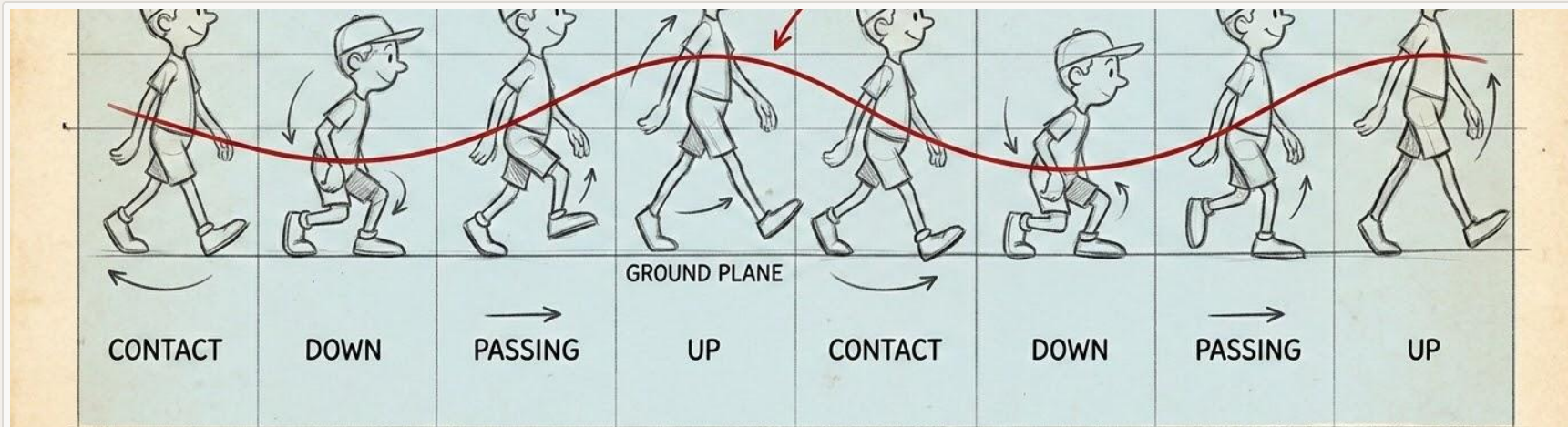
★ *Focus on weight & hip mechanics*



The Walk Cycle Project



Frame Strip Analysis – 8 Major Positions (Contact, Down, Passing, Up...)



01. Objective

Build a walk cycle with distinct **weight** and **personality**.

02. Study

Analyze mechanics of motion by examining core principles:

- Weight & Center of Mass
- Balance & Hip Trajectory
- Timing & Spacing

03. Process

Workflow Sequence:

1. Key Poses & Breakdowns
2. In-betweens & Timing
3. Arms & Secondary Motion
4. Final Polish & Clean-up

04. Output

- Finished looping walk cycle process sheet
- Final animated cycle

MOVEMENT CAN REVEAL CHARACTER

Animation is fundamentally acting through drawings • Comparative Walk Cycle Mechanics

Proud Confident Strut



Slumped Tired Walk



Jittery Nervous Shuffle



Joyful Buoyant Bounce



1. CONFIDENT

Upright chest, proud strut

2. TIRED

Slumped spine, heavy walk

3. NERVOUS

Jittery, guard-up shuffle

4. HAPPY

Joyful, buoyant bounce

ACTING IN MOTION

The same base character rig or design exhibits radically different personality traits purely through varied movement mechanics, posture, and weight distribution.

Same model, distinct attitude!

ASSIGNMENT TASK

Create Two Contrasting Walk Cycles

Select one character model and keyframe two opposing emotional states (e.g., Proud vs. Slumped).

Ultimate Task:

Demonstrate a believable, character-driven walk through weight, timing, and posture mechanics.



STORYBOARDING & VISUAL STORYTELLING

Pre-Production Workflow: *Plan the film before you animate!*

01. Story Idea

02. Shot List

03. Thumbnails

04. Storyboard

05. Animatic

Key Learning Topics:

- Sequence Planning & Pacing
- Shot Composition & Framing
- Camera Angles & Movement
- Continuity & Screen Direction
- Visual Storytelling & Staging

Project Requirement:

Storyboard a short sequence demonstrating visual flow and narrative continuity.

Task: Tell a complete story in 6 panels!

SCENE 1: THE DISCOVERY

PAGES 1-2

FRAME 1 MEDIUM SHOT (MS)



Aria navigates a winding, misty forest trail, searching diligently.

FRAME 2 WIDE SHOT (WS)



Aria emerges from the woods and spots the forgotten temple ruins ahead.

FRAME 3 CLOSE-UP (CU)



She reacts to a faint glow emanating from within the ruins.

FRAME 4 MEDIUM SHOT (MS)



Aria steps inside the dark, crumbling temple hall.

CLOSE-UP (CU)



She discovers a glowing artifact hidden under rubble.

EXTREME CLOSE-UP (ECU)



Her eyes widen as the glowing artifact illuminates the dark space.

Example: 6-panel storyboard sequence breakdown (Scene 1: The Discovery)

Scene Composition

Directing the eye & enhancing narrative

Where elements are placed fundamentally changes how the viewer reads the scene. Mastering layout mechanics directs the audience's attention effectively.

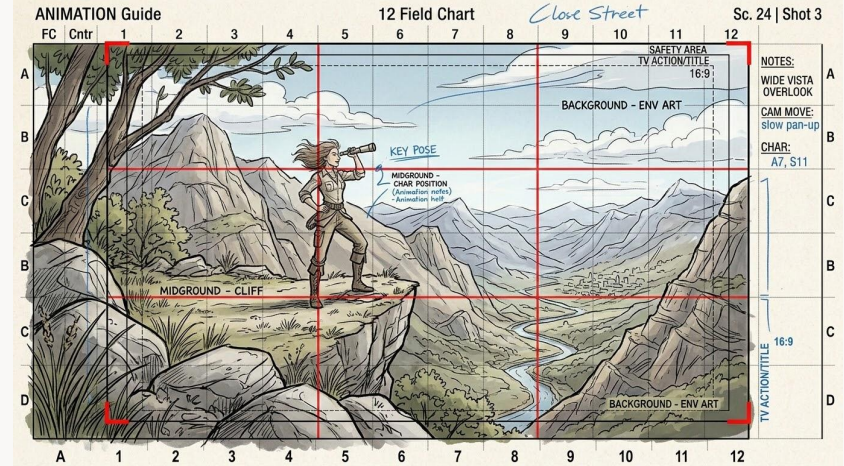
Key Compositional Elements:

- **Foreground & Midground:** Establishes visual depth, framing, and spatial grounding.
- **Background & Environment:** Sets atmosphere, world context, and horizon scale.
- **Character & Focal Point:** Guides primary interest via placement and camera angle.
- **Light & Contrast:** Creates focus, mood, and compositional value hierarchy.

Hands-On Workshop Task:

Design a background and layout for a short animated scene, applying these positional rules to build depth.

Layout Grid & Multi-Layer Field Guide (16:9 Shot 03)



Layer Breakdown Notes

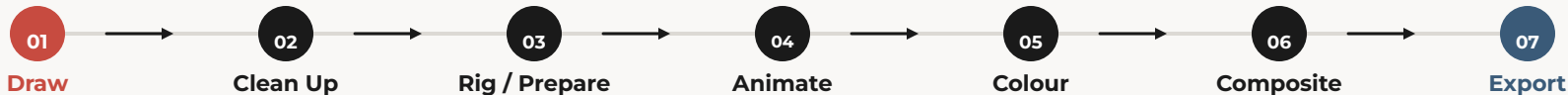
- 1. Foreground (Cliff / Tree):** Pushes viewer into frame; creates strong visual anchor.
- 2. Midground (Key Pose):** Character positioned along rule-of-thirds grid line.
- 3. Background (Mountains/River):** Atmospheric depth with slow pan-up camera move.

** Keep safety area 16:9 clear for action titles.*

CLASSICAL PRINCIPLES MEET MODERN PRODUCTION TOOLS

The Digital 2D Workflow in Contemporary Studio Pipelines

Production Sequence



Toon Boom Harmony

2D Production Suite

Industry-standard core production engine designed for frame-by-frame paperless drawing, advanced cutout character rigging, keyframing, and comprehensive pipeline integration.



Adobe Animate

Digital Motion & Vector

Specialized vector-based environment for interactive digital 2D animation, rapid web and broadcast motion graphics, symbol-based workflow, and lightweight asset creation.



Adobe Photoshop

Artwork & Asset Prep

Essential raster painting workbench used for concept design, storyboard creation, high-detail background painting, texture mapping, and asset preparation prior to animation.



Adobe After Effects

Compositing & FX

Final post-production suite for multi-plane camera movement, lighting integration, visual effects creation, complex node-based compositing, and final master rendering.



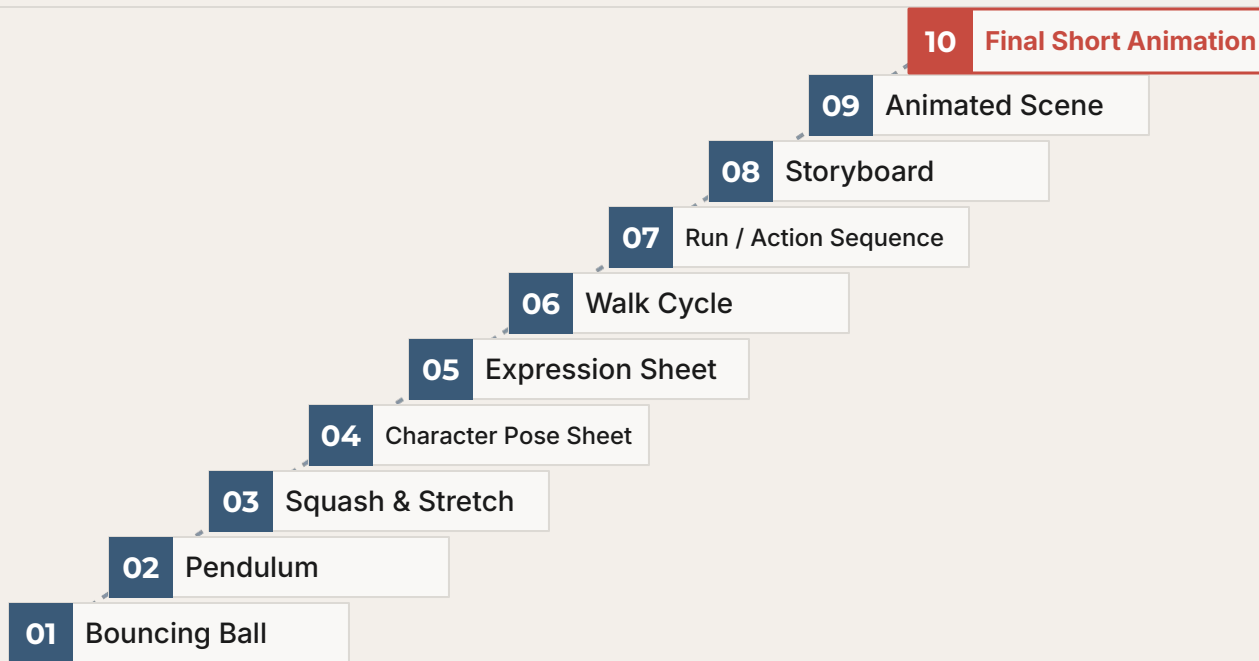
Build Skill One Exercise at a Time



The Progression Ladder

A structured roadmap evolving sequentially from fundamental mechanical exercises to complex production scenes.

** Master foundational motion physics before tackling full character performances!*



Core Takeaway: Each individual assignment directly feeds into and builds larger production skills.

THREE PORTFOLIO PROJECTS

The course culminates in three comprehensive portfolio pieces. A strict visual presentation rule is applied to all projects.

PROJECT 01

Character Sketching & Model Sheet

OBJECTIVE

Design a complete, production-ready original character from concept to model sheet.

STUDY

- Anatomy & Proportions
- Facial Expressions & Poses
- Character Silhouette

BUILD

- Rough Concept Sketches
- Expression & Attitude Turnarounds
- Clean Line Art Construction

PORTFOLIO OUTPUT

Final Character Model Sheet with turnarounds, expressions, and proportions.

PROJECT 02

Storyboard & Layout Design

OBJECTIVE

Construct an engaging narrative sequence with clear camera direction and layout.

STUDY

- Visual Storytelling & Pacing
- Camera Plans & Framing
- Panel Composition & Depth

BUILD

- Storyboards & Sequence Continuity
- Scene Layouts & Staging
- Key Beats & Motion Paths

PORTFOLIO OUTPUT

Complete Storyboard Panel Sequence with camera plans and scene layouts.

PROJECT 03

Walk Cycle Animation

OBJECTIVE

Animate a full fluid walk cycle demonstrating mechanics, weight, and timing.

STUDY

- Mechanics of Motion & Weight
- Key Poses & Breakdowns
- In-betweens & Timing Charts

BUILD

- Rough Pose Animation
- Clean Line Art Adjustment
- Frame-by-Frame Polish & Color

PORTFOLIO OUTPUT

Polished Walk Cycle Animation Strip and rendered video loop.

** Note: A strict visual presentation rule is applied across all project submissions.*

PUT EVERYTHING TOGETHER IN THE FINAL ANIMATED SHORT

Demonstrate a complete understanding of the 2D animation production pipeline

PRODUCTION PIPELINE

- 01. Concept
- 02. Character
- 03. Storyboard
- 04. Layout
- 05. Key Poses
- 06. In-Betweens
- 07. Clean-Up
- 08. Colour
- 09. Compositing
- 10. Final Film



The final project combines **artistic**, **animation**, and **storytelling** skills into one comprehensive, finished piece.

~ Complete Pipeline Integration

PORTFOLIO

Core Components & Deliverables

- Character Sheets
- Expression Sheets
- Pose Studies
- Walk Cycles
- Action Animation
- Storyboards
- Layouts
- Short Animated Sequence
- Final Film

** Complete industry-ready showcase*

CAREERS

Graduates Pursue Roles As

- 2D Animator / Classical Animator
- Character Animator / Character Designer
- Storyboard Artist / Layout Artist
- Motion Graphics Artist
- Multimedia Artist

Key Industries

- Animation & Gaming Studios
- Advertising & Digital Media
- Content Studios & Production Houses

WHY LEARN 2D ANIMATION AT TGC?

6 Key Program Advantages

01

Animation Fundamentals First

Ensuring you learn why movement works before relying on software.

02

Practical Exercises

Hands-on tasks specifically designed to build physical control, timing, and creative confidence.

03

Character-Focused Training

Comprehensive coverage of character design, dynamic posing, and emotional expressions.

04

Complete Production Workflow

End-to-end studio pipeline experience from initial rough concept to finished animation.

05

Project-Based Learning

Apply core principles directly to real-world creative projects throughout the course.

06

Portfolio Preparation

Comprehensive guidance to build a professional, industry-ready showreel and portfolio.

Course Features

- Instructor-Led Training
- Assignments
- Projects
- Certificate

2D Classical Animation Course

Frequently Asked Questions

Q: Is this course suitable for complete beginners?

Yes. The program starts with core principles before moving step-by-step into digital production pipelines.

Q: What core concepts and skills are covered?

You learn classical animation principles, character design, frame-by-frame animation, and storyboarding.

Q: Which industry software tools will I master?

Digital production using Toon Boom Harmony, Adobe Animate, Photoshop, and After Effects.

Q: Will I build a professional portfolio?

Yes. Hands-on exercises lead directly to production-ready character sheets, boards, and 2D animation reels.

Admissions & Course Enquiries

Start Your Journey

"Give Your Drawings a Life of Their Own."

Learn 2D Classical Animation at **TGC Animation & Multimedia**

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