

# The Animation Workshop

## VIA University College

**Extract from**  
**OPEN EDUCATION COURSES UNDER BACHELOR IN GRAPHIC STORYTELLING**  
**AND BACHELOR IN ANIMATION**

COURSE AND EXAM CATALOGUE  
 2023

### **4. TOOM BOOM HARMONY 2D ANIMATION SUMMER SCHOOL (10 ECTS)**

#### **Introduction**

The Toon Boom Harmony 2D Animation Summer School consists of the program element "Animation Basics 2" from the BA in Character Animation (10 ECTS credits). The content of the program element is executed through a series of exercises with focus on animation physicality, acting and movement cycles in Toon Boom Harmony. The summer school is primarily for students of animation as well as animation professionals and others with some animation experience.

#### **4.1. Toon Boom Harmony 2D Animation Summer School: Course contents**

The course consists of the following modules and exams from the Bachelor in Animation degree program:

- Animation Basics 2 (10 ECTS)

#### **4.1.1. Animation Basics 2 (10 ECTS)**

##### *4.1.1.1. Content*

In this program element, students will explore the fundamentals of physicality and begin to touch upon acting in 2D animation.

The students will begin to analyse and apply a character's movement and attitude for the intended performance to impact the audience. Students will gain insight into how to create believable and consistent characters through 2D animated performance.

This program element relates to the core area for the Character Animation Line: "2D Character Animation Theory, Methods and Techniques".

#### **Content**

- Physicality animation
- Acting animation
- Movement cycles
- Introduction to Toon Boom Harmony



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#### 4.1.1.2 Learning objectives

##### **Knowledge**

Students should acquire knowledge of:

- how physicality and acting principles translate into animation.

##### **Skills**

Students should acquire the skills to:

- analyse and apply physicality principles relevant for 2D
- analyse and apply acting principles relevant for 2D animation.

##### **Competences**

Students should develop competences to:

- maintain strong observational skills and successfully use reference materials
- portray a believable character with a clear intention to impact the audience
- analyse and improve their animation workflow.

#### 4.1.1.3 ECTS credits

The program element is equivalent to 10 ECTS credits.

#### 4.1.1.4 Exams

The learning objectives of the program element are tested at the exam at the end of the course. It is a prerequisite for taking part in the exam that the participation requirement for this program element has been complied with. In this program element, students must complete minimum 75% of the assignments handed out.

## **4.2. Toon Boom Harmony 2D Animation Summer School: Exams**

### **4.2.1 Animation Basics 2**

#### *4.2.1.1. Area*

At this exam, the subject “Animation Basics 2” is tested.

#### *4.2.1.2. Competences*

At this exam, emphasis is placed on the extent to which the student demonstrates the ability to create rough animations using the principles of acting and physicality as described under 4.1.1.2 Learning objectives.



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#### 4.2.1.3. Exam form

Written exam based on an exam document (see 4.2.1.5).  
The exam is individual.

#### 4.2.1.4. Basis for exam

The individual written exam is based on the exam document handed in.

#### 4.2.1.5. Scope, project and written product

The exam is based on an exam document (1 page, A4, PDF) that the student has to upload in WiseFlow containing:

1. A written reflection on his/her/their learning process during the course, around a half to three quarter page long
2. Links to minimum three animation exercises done during the course, which have to be uploaded to a publicly accessible online platform (if a password is required to view the exercises, this must be included in the exam document)

#### 4.2.1.6. Basis for assessment

The individual written exam is based on the exercises uploaded. It is a prerequisite for participating in the written exam that the exam document has been handed in on time.

When assessing the student's performance, emphasis is placed on the quality of the work shown in the exercises as well as the student's ability to reflect on his/her/their own learning and development during the module on the basis of the exercises included. This assessment is based on the learning objectives for Animation Basics 2.

#### 4.2.1.7. Assessment

The exam is assessed according to the 7-point grading scale by an internal examiner.

#### 4.2.1.8. Access to exam.

It is a prerequisite for participating in the exam that the student has completed 75% of the exercises handed out in this program element.



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