

The Animation Workshop

VIA University College

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

COURSE AND EXAM CATALOGUE 2026

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

Introduction

Toon Boom Harmony 2D Rigged Animation is based on the programme element "**Character Animation 2D - 2**" (10 ECTS credits) from the Bachelor in Character Animation at The Animation Workshop, VIA University College. The course focuses on advanced 2D character animation, digital production workflows, character performance, acting, physicality and specialised animation techniques used in contemporary animation production.

4.1 Character Animation 2D - 2 (10 ECTS)

Content

This programme element builds upon the foundational skills introduced on Character Animation 2D – 1. The element advances students' abilities within 2D character animation by refining their draughtsmanship and deepening their understanding of clarity, intention, and appeal in both drawing and animation performances. Students work with more complex physicality, movement, and acting principles and explore advanced 2D workflows. Emphasis is placed on creating nuanced, consistent, and expressive animated performances using increasingly sophisticated techniques and advanced software.

ECTS Credits

The program element comprises 10 ECTS credits.

Learning Objectives

- **Knowledge**

The student has:

- Thorough knowledge of the difference in specific animation styles, as well as being able to build upon the knowledge of the 12 animation principles to create high-level 2D animated performances both on paper and with software programmes.



The Animation Workshop
VIA University College

- The knowledge to use critical thinking and reflection to assess how different animation styles will affect a given animation scene.

- **Skills**

The student can:

- Create more advanced 2D animation by building on top of already existing knowledge of animation production.

- Assess when to use certain animation styles to best fit into an animation production.

- **Competencies**

The student can:

- Implement an advanced understanding of motion and emotion in characters to create animated performances of high quality

- Use specialised knowledge on 2D workflows for creating advanced animated performances both individually and within a team.

Examination

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 Rigged Animation Summer School: Exams

4.2.1 Character Animation 2D - 2

Examination Form

The exam is conducted as an individual written examination based on a practical 2D animation assignment and a written paper.

The student must demonstrate the ability to plan, prepare and execute a complex digital 2D animation scene, following a relevant 2D animation workflow and using appropriate methods of implementing relevant theory and reference material, to portray a character's performance.

The focus of the written assignment is a workflow analysis connected to the animation assignment, where the student must show both knowledge and understanding of the execution of the animation assignment.

Format Requirements

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 three quarters long
2. Link to the final animation exercise 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)



The Animation Workshop
VIA University College

Assessment

The individual written exam is based on the exercise uploaded.

When assessing the student's performance, emphasis is placed on the quality of the work shown in the exercise 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 Character Animation 2D - 2.

The exam is with external assessment and is graded according to the 7-point grading scale.

Prerequisites for the Exam

It is a prerequisite for participating in the written exam that the exam document has been handed in on time.

All exam prerequisites must be met for the student to be eligible for the exam.

If the student does not meet all the exam prerequisites at the time of the exam for the programme element, the student cannot participate in the exam and will consequently use an exam attempt

Re-exam

In the case of a re-exam, the student must upload the final 2D assignment and a new written assignment before this can be evaluated.



The Animation Workshop
VIA University College