DIPLOMA IN ADVANCED 2D DIGITAL ANIMATION PRODUCTION

At a Glance

Faculty

www.kpu.ca/arts/ (http://www.kpu.ca/arts/)

Area of Study:

www.kpu.ca/arts/entertainment-arts (http://www.kpu.ca/arts/entertainment-arts/)

Academic Level:

Undergraduate

Credential Granted:

Diploma

Start Date:

Fall (September)

Spring (January)

Intake Type:

- Limited

Minimum Credits Required:

96

Curriculum Effective Date:

01-May-2022

The Fall 2025 intake for this program has been cancelled.

Advanced 2D Digital Animation Production is a full-time, two-year, cohort program focused on the fundamentals of 2D animation creation and production. Students will study various departmental specializations, such as 2D character animation, 2D FX animation, character design, background design, storyboarding, digital painting, digital cut out style rigging and animation, and 2D lighting and compositing. The program includes a foundation in visual storytelling, composition, and cinematography. The program also teaches students the fundamentals of pre- and postproduction, critical analysis and review, realistic production schedules, team work, soft skills and how to interact with other departments within the post production pipeline.

A wide range of industry standard software and tools, processes, and workflows are taught to the students. Students will create and compile a portfolio of shots or still life images in the form of a demo reel. Demo reel shots may solely be the student's own creations, or the result of a collaborative group project(s).

The 2D pre-production courses focus on design and planning shots for production (cinematography), as well as supporting classes such as figure drawing, sculpting and perspective drawing.

The 2D animation courses focus on animation principles, acting and body mechanics for characters, while integrating rigging techniques for creating digital cut-out style characters used widely in most studio productions. In addition to character animation, student will learn the fundamentals of 2D FX animation to create FX like water, smoke, and fire for their animation.

In the 2D post-production courses, students will learn the fundamentals of colour design, and industry standard techniques for 2D compositing and lighting.

While starting with the observation of traditional drawing and sculpting techniques, students will take these skills into their 2D models, environments, and 2D animations. The integration of look development, shading and compositing fundamentals helps bring both 2D models and animations together for polished, final compositions.

The Advanced 2D Digital Animation Production program is best suited for students that display an artistic or creative background. A strong foundation in traditional art techniques such as drawing, painting, or sculpting is highly recommended. Having technical ability and software skills is also beneficial since this program uses the latest industry standard digital production techniques. These artistic, creative, and technical skills serve as a foundation for the challenging roles in the 2D Animation industry.

Requirements

Admission Requirements

In addition to the Faculty's Admission Requirements, which consist of KPU's undergraduate English Proficiency Requirement (https://calendar.kpu.ca/admissions/english-proficiency-requirements/), the following program admission requirements apply:

- Portfolio review. Faculty will review the eligibility of candidates based on the contents of their portfolio and suitability for the program.

Portfolio Review

Faculty members will review and select candidates based on the contents of their portfolio. For detailed information about portfolio requirements, visit the department website at kpu.ca/arts/entertainment-arts/portfolio-requirements (https://www.kpu.ca/arts/entertainment-arts/portfolio-requirements/)

Continuance Requirements

Seat availability is based on priority for students who continue in all courses as per the prescribed program plan. Students must achieve a minimum grade of D in all required courses. Non-adherence to these requirements will result in removal from the program. Re-admission into the program will be based on seat availability and approval by the program.

Curricular Requirements

Students must achieve a minimum grade of C in all required courses.

Students must complete all of the following requirements.

Term 1		Credits
ENTA 1140	2D Animation Principles	4
ENTA 1141	Drawing for Animation	4
ENTA 1142	Introduction to Figure Drawing in 2D Animation	4
ENTA 1143	History of Animation	4
	Credits	**16**
Term 2		
ENTA 1240	Introduction to Character Animation	4

ENTA 1241	Introduction to Layout and Background Design	4
ENTA 1242	Introduction to Character and Props Builds	4
ENTA 1243	Introduction to Character Design	4
	Credits	**16**
Term 3		
ENTA 1323	Industry Preparation in Entertainment Arts	4
ENTA 1343	Advanced Character Design	4
ENTA 1340	Intermediate Character Animation	4
ENTA 1341	Advanced Layout and Background Design	4
	Credits	**16**
Term 4		
ENTA 2140	Advanced Character Animation	4
ENTA 2141	Introduction to Visual Storytelling in 2D Animation	4
ENTA 2142	Introduction to 2D FX Animation	4
ENTA 2143	Introduction to Compositing in 2D Animation	4
	Credits	**16**
Term 5		
ENTA 2240	Project Planning in 2D Animation	4
ENTA 2241	Advanced Visual Storytelling in 2D Animation	4
ENTA 2242	Advanced 2D FX Animation	4
ENTA 2243	Advanced Compositing in 2D Animation	4
	Credits	**16**
Term 6		
ENTA 2341	2D Animation Project: Preproduction	4
ENTA 2342	2D Animation Project: Production	4
ENTA 2343	2D Animation Project: Production Finals	4
ENTA 2344	2D Animation Portfolio	4
	Credits	**16**
	Total Credits	**96**

Credential Awarded

Upon successful completion of this program, students are eligible to receive a **Diploma in Advanced 2D Digital Animation Production.**