POINT PARK
U N I V E R S I T Y
A n i m a t i o n C a m p

2D ANIMATION CAMP SCHEDULE – SUMMER 2019
*(Note -each morning and afternoon session will include a 15 minute
break that is not noted on the schedule)*

7/15 – MONDAY

10:00 – 10:30am: Check-in Lobby Academic Hall with Heidi Ward – get photo ID

10:30 – 12:30pm: ORIENTATION (West Penn Building)
- Review of week's schedule
- Introductions
- What is animation?
- Screening of animated works

12:30 – 1:30pm: LUNCH

1:30 – 3:00pm: WORKSHOP
- Intro to ToonBoom Animate - Animation Exercise

3:00– 4:30pm: LECTURE
- Animated Character Development
- Movement in animation
- Pre-visualization - the pillars of great animation

Evening Assignment: Create a character sketch - written description, collect or
create visual references.

7/16 – TUESDAY

9:30am –10:30am: PRESENTATIONS
- Presentation and discussions of character pre-visualizations

10:30am-12:30pm: WORKSHOP
- Creating your character illustrations in ToonBoom Animate

12:30 – 1:30pm: LUNCH

1:30 – 4:30pm: WORKSHOP
- Character illustration and rigging prep in Animate
- Creating an armature in Animate
- Character armature rigging

Evening Assignment: Written outline of final animation with accompanying story boards

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U N I V E R S I T Y
Animation Camp

7/17 – WEDNESDAY

9:30am –10:30am: PRESENTATIONS
- Presentation and discussion of animation outlines and storyboards

10:30am-12:30pm: WORKSHOP
- Movement workshop
- Animating in Animate

12:30 – 1:30pm: LUNCH

1:30 – 4:30pm: WORKSHOP
- Animating your character

Evening Assignment: Your character's environment - written description, collects or create visual references.

7/18 – THURSDAY

9:30am –10:30am: PRESENTATIONS
- Presentation and discussions character environments

10:30am-12:30pm: WORKSHOP
- Creating your environment in Animate

12:30 – 1:30pm: LUNCH

1:30 – 4:30pm: WORKSHOP
- Character Lip-sync in Animate
- Working with Sound in Animate

7/19 – FRIDAY

9:30am –10:30am: PRESENTATIONS
- Review and discussion of animation drafts

10:30am-12:30pm: WORKSHOP
- Tweaking and adjusting animations
- Exporting techniques

12:30 – 1:30pm: LUNCH

1:30 – 3:00: FINAL TWEAKS/EXPORT PROJECTS

3:00 - 4:00pm: SCREENING OF FINAL ANIMATIONS