



A4ANI001C

(Token- required)

2D Animation Programme (Level IV)

# 2D Computer Animation and Story Creation of Chinese Culture (Phase 1) \*Total 3 phases

Instructor: Lecturers from School of Arts and Social Sciences,  
Hong Kong Metropolitan University



**Application Deadline**

**31 Jan 2022**

**Result Release**

**25 Feb 2022**

## **Intended Learning Outcomes**

Upon completion of the programme, participants should be able to:

1. understand the essential elements and knowledges of Chinese History, Literature and Culture;
2. demonstrate the knowledge of pre-production in animation such as visual storytelling skills and pre-visualization principles;
3. capable to create and design an original characters or creatures with distinct features or personalities in animation;
4. apply cinematography to integrate key elements into a scene in animation;
5. develop an art direction of 2D computer animation with Chinese culture.



## ◆ Introduction

The course consists of three phases. During Phase 1 (A4ANI001C), the programme aims to provide students with foundational 2D animation training. Students will learn about the essential knowledge of 2D animation pre-production such as visual storytelling skills, art direction establishment, character design, and scene design. They will also learn Chinese culture through the themes and content research of their animation works. In the Phase 3, students will be able to put their ideas into practice and create a 2D animated short film with Chinese culture. This programme is co-organized by Tin Ka Ping Centre of Chinese Culture and Department of Creative Arts, under the School of Arts and Social Sciences at Hong Kong Metropolitan University.

The course consists of **THREE** phases. **Phase 2** and **Phase 3** are tentatively scheduled as below:

**Phase 2:** every Sat from 30 Apr to 28 May **To be confirmed**

**Phase 3:** every Tue & Thu from 19 July to 18 Aug **To be confirmed**

## ◆ Schedule (Updated on 13 Apr)

Session	Date	Time	Venue
Interview	12 Feb 2022 Sep - Nov (To be confirmed)	10:00 a.m. - 1:00 p.m.	Jockey Club Campus, HKMU; OR Zoom (To be confirmed)
1	12 Mar 2022 Sep - Nov (To be confirmed)	2:00 p.m. - 6:00 p.m.	Computer Graphics and Multimedia Lab (Room E0716), Jockey Club Campus (JCC), Hong Kong Metropolitan University, 81 Chung Hau Street, Ho Man Tin, Kowloon. <a href="#">(Map)</a>
2	19 Mar 2022 Sep - Nov (To be confirmed)		
3	26 Mar 2022 Sep - Nov (To be confirmed)		
4	2 Apr 2022 Sep - Nov (To be confirmed)		
5	9 Apr 2022 Sep - Nov (To be confirmed)		



## ◆ Target Participants

- S2 to S6 HKAGE student members only in 2021/22 school year
- Class size: 20

## ◆ Pre-requisite

Students should be able to:

- understand basic computer operations
- have basic drawing skills

## ◆ Medium of Instruction

Cantonese with English Handouts  
(Chinese Handouts might be used for some of the sessions)

## ◆ Screening and Interview

Please answer the screening question in the online application form.

- The screening question is designed to help the applicant understand the course level and the course content. The question must be answered by the student applicant and it can only be attempted once. The answer cannot be changed once the application is submitted. Selection is based on students' performance in answering the question. Only students who can demonstrate their interest and motivation in 2D computer animation and Chinese culture in the screening question can be enrolled in the programme.
- Interview will be conducted in group format. **Only selected students could attend the interview.** Students who are selected to attend the interview will receive **notification email on or before 11 May**. If students who are selected to join the interview are absent without any reasons and prior notification provided, it will result in a lower priority in joining this programme next time.

## ◆ Certificate

E-Certificate will be awarded to participants who have:

- attended at least 4 sessions; and
- completed all the assignments with satisfactory performance





## ◆ Sample Notes

### Principles of Animation: Squash (壓扁) and Stretch (伸長)

It is a traditional animation technique that animators commonly use to give animations more realism and weight. In the real world, when a moving object comes into contact with another object, it deforms upon impact unless it is completely rigid. The amount of squash and stretch depends on how much flexibility you give your object.

As you animate objects to show realistic impacts and collisions, one thing that is important to remember is that no matter how much an object squashes or stretches, it always maintains the same volume.

#### Ex1: Jumping with squash and stretch

