

## Basics of Digital Design and Animation

Age: 13 – 18 years old

Number of classes: 2 classes a week, each class consists of 2 parts each of 90 minutes (24x3h, double classes)

Duration of the program: 3 months

Necessary accessories: sheets of watercolor and drawing paper A3; firm-soft pencil, sharpener, eraser; computer with installed Photoshop, Corel Draw, Premier Pro, After Effects.

Presumably, from 2 to 6 (on average 4) animations will be made during the course depending on the speed of work and the efficiency of the material assimilation. The program allows students to choose a topic independently.

	Stages of work	Themes for animations	means	details
1	The plot, character sketches, storyboard	A table in front of an open window, drawing supplies lay on the table, a bird flies by the window, curtains are swaying	Plot from a book or from life, pencil, paper	
2	Character development and creation	Evening, fire, the flames are swaying, trees around, animals are seen among the trees, then they hide, humans sit around the fire, they talk and wave hands	Photoshop/Corel Draw	The difference between jpg, png, tiff; Instruments of Photoshop/Corel Draw
3	Designing and creating objects and background	Sea, waves, ships and boats on the waves, it's getting dark, the circle of the night sky, sunrise, ships and boats appear again	Photoshop/Corel Draw	Instruments of Photoshop/Corel Draw; Splitting a character into layers
4	Transferring objects to the program, distribution of actions on the timeline		Premier Pro, After Effects	The features of and the difference between Premier Pro and After Effects; Possibilities of transferring projects from After Effects in Premier Pro
5	Animation of objects, effects		Premier Pro, After Effects	Parent layers in After Effects, effects, effects settings
6	Animation of objects, effects, rendering, preparation for publication		Premier Pro, After Effects	Rendering settings, video screensaver
7		Ancient ruins, a small animal runs among them, jumps up and down, looks through the cracks, accidentally catches a stone, a stone falls down, the stone turns into a bird when hitting the ground, the bird takes off and they jump with the animal together	Plot from a book or from life, pencil, paper	
8	Character	A balcony, city view, subtle	Photoshop/Corel Draw	

	development and creation	movements take place in the city: a cart is passing by, a window/door opens and closes, birds come on the balcony, peck and fly away		
9	Designing and creating objects and background	A beach, a sea, ships are passing by, palms are around, their crowns are swaying, the frame enlarges, we see a ship, a human waves his hands, someone jumps into the sea from the ship, the frame returns to its starting position	Photoshop/Corel Draw	
10	Transferring objects to the program, distribution of actions on the timeline		Premier Pro, After Effects	
11	Animation of objects, effects		Premier Pro, After Effects	
12	Animation of objects, effects, rendering, preparation for publication		Premier Pro, After Effects	
13	The plot, character sketches, storyboard	A flower in a vase, its petals are gradually opening, from a window nearby the bright light falls, an insect (butterfly, dragonfly, may bug, etc.) is flying past, the light dims to its original state	Plot from a book or from life, pencil, paper	
14	Character development and creation	Two herons are standing in the water, they alternately tilt their heads to the water, the reed sways, a flock of birds flies in the sky	Photoshop/Corel Draw	
15	Designing and creating objects and background	Space, stars are shining, several planets are seen, one of them is approaching, an asteroid appears from beyond the planet's edge, asteroid approaches and we can see a table, a chair and something on the table, a creature looks out from behind the asteroid, the asteroid disappears from sight	Photoshop/Corel Draw	
16	Transferring objects to the program, distribution of actions on the timeline		Premier Pro, After Effects	
17	Animation of objects, effects		Premier Pro, After Effects	

18	Animation of objects, effects, rendering, preparation for publication		Premier Pro, After Effects	
19	The plot, character sketches, storyboard	Several jugs stand on the street of a town, birds are flying by, a djinn flies out of one of the jugs, he looks with his eyes right and left, then hides again	Plot from a book or from life, pencil, paper	
20	Character development and creation	A valley, trees are on the edges, the sun rises and sets several times, during this flowers and then fruits appear on the trees	Photoshop/Corel Draw	
21	Designing and creating objects and background	Independent plot development for the chosen effect	Photoshop/Corel Draw	
22	Transferring objects to the program, distribution of actions on the timeline		Premier Pro, After Effects	
23	Animation of objects, effects		Premier Pro, After Effects	
24	Animation of objects, effects, rendering, preparation for publication		Premier Pro, After Effects	