

Academy Syllabus

A young man with short dark hair, wearing a light blue denim shirt over a white t-shirt and a black headset with a microphone, is sitting at a desk. He is smiling broadly and looking at a laptop screen. His right hand is on the laptop keyboard, and his left hand is near his ear, adjusting the headset. The desk in front of him has a small potted plant in a grey pot, an open notebook, and a smartphone. The background is a blurred office environment with a whiteboard and some plants.

INTRODUCTION

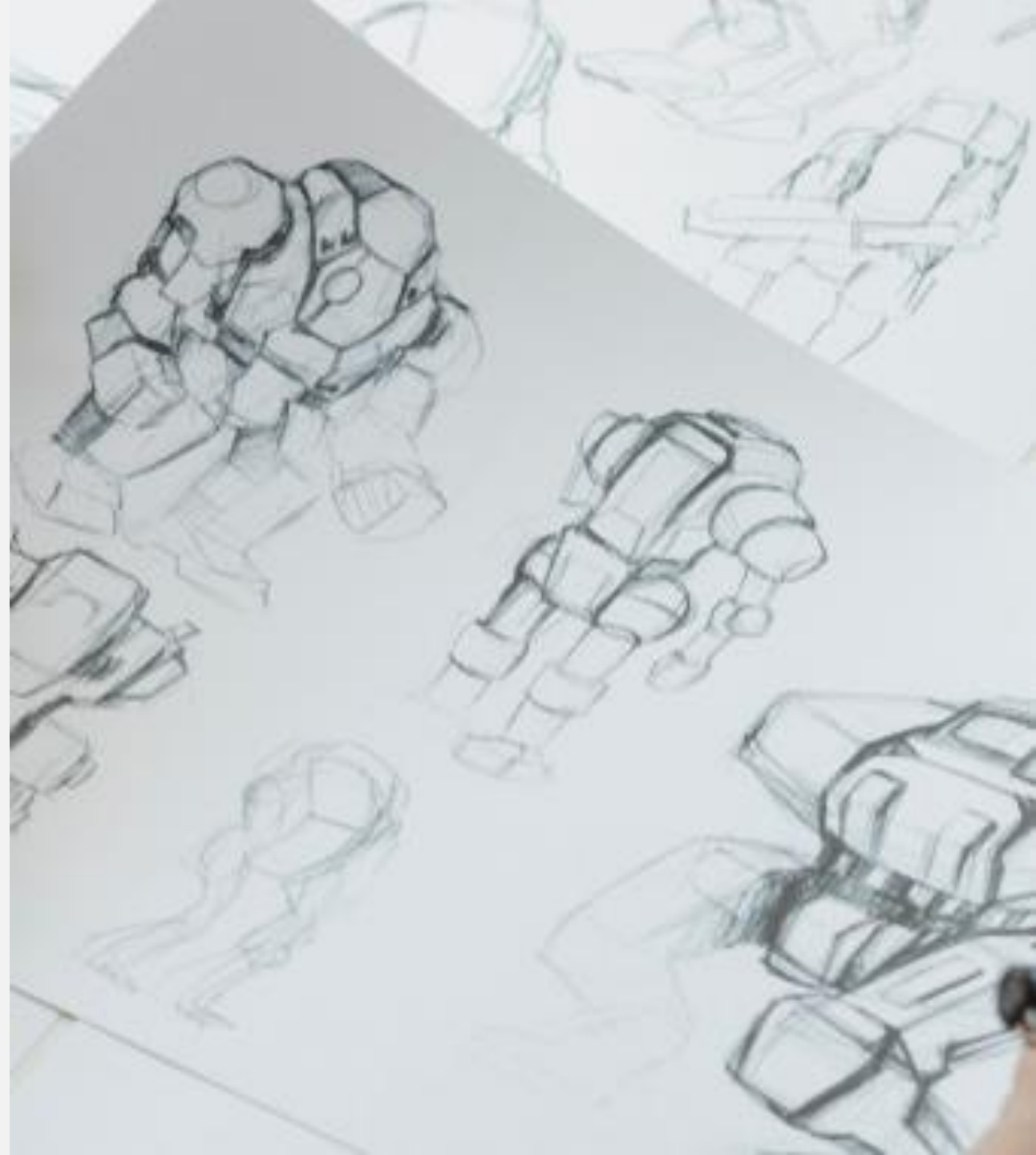
Talents are universal but opportunities are not. With access to online learning resources and instruction, anyone, anywhere can gain skills and transform their lives in meaningful ways.

VX Academy is here to help bridge that learning gap by bringing the best instructors to guide you on this 4 weeks path to become an Animator.

01. DRAWING FOR ANIMATION

- WEEK 1 – Drawing as a means of expression (rudiments of art, importance and history of animation, et al)
- WEEK 2 – Shapes and their meaning on props and environment
- WEEK 3 – Shapes and their meaning on characters
- WEEK 4 – Anatomy and Stylization

N20,000



02. INTRODUCTION TO ADOBE ANIMATE

- WEEK 1 – DAY 1: Understanding Timeline
DAY 2: Understanding the Tools in Animate
- WEEK 2 – Symbols
- WEEK 3 – DAY 1: Effective use of Library; Importing of files
DAY 2: Export; various types of export and their functions
- WEEK 4 – Anatomy and Stylization

N25,000



03. 12 PRINCIPLES OF ANIMATION

Squash & stretch, anticipation, staging, straight ahead action and pose to pose, follow through and overlapping action, slow in slow out, arc, secondary action, timing, exaggeration, solid drawing, appeal.

- WEEK 1 – 4 principles in a day, assignment (must contain at least one principle)
- WEEK 2 – 4 principles in a day, assignment (must contain at least one principle)
- WEEK 3 – 4 principles in a day, assignment (must contain at least one principle)
- WEEK 4 – Revision, assignment (must contain at least four principle)

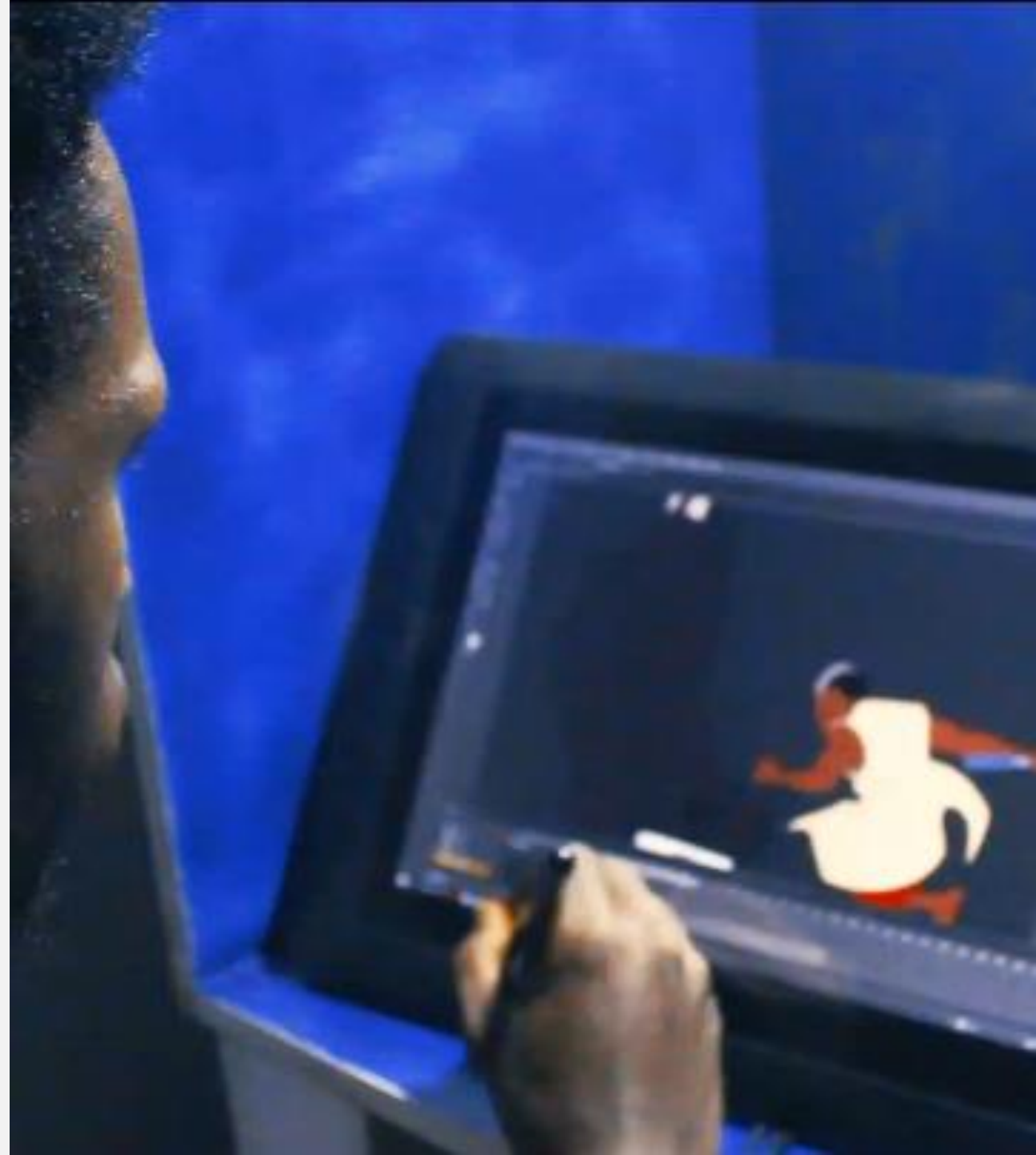
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04. CUTOUT ANIMATION / COMPOSITION

- WEEK 1 – Character Breakdown: Rigging in Animate
- WEEK 2 – Motion: Keyframes, breakdown, and In-between
- WEEK 3 – Motion: Keyframes, breakdown, and In-between
- WEEK 4 – Facial Expression and Lip Syncing

N50,000



05. TRADITIONAL ANIMATION

- WEEK 1 – Motion: Keyframes, breakdown, and In-between
- WEEK 2 – Motion: Keyframes, breakdown, and In-between
- WEEK 3 – Clean up
- WEEK 4 – Substituting Symbols, flat coloring

N50,000



05. COMPLETING ANIMATION

- WEEK 1 – Basic Composition
- WEEK 2 – Project
- WEEK 3 – Project
- WEEK 4 – Project

N15,000



Class Schedule



2 classes a week



3 hours each



4 weeks per course

Partners



Contact us:



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