

## Course guide

### 804494 - PA2D - 2D Animation Production

**Last modified:** 15/12/2025

**Unit in charge:** Image Processing and Multimedia Technology Centre  
**Teaching unit:** 804 - CITM - Image Processing and Multimedia Technology Centre.

**Degree:** BACHELOR'S DEGREE IN DESIGN, ANIMATION AND DIGITAL ART (Syllabus 2023). (Optional subject).  
BACHELOR'S DEGREE IN DIGITAL DESIGN AND MULTIMEDIA TECHNOLOGIES (Syllabus 2023). (Optional subject).

**Academic year:** 2025    **ECTS Credits:** 6.0    **Languages:** Catalan, Spanish

#### LECTURER

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**Coordinating lecturer:** Michael Faust

**Others:** Maria Pagès

#### TEACHING METHODOLOGY

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1. In-person practical classes.
2. Supervised in-class work.
3. Independent work at home.

#### LEARNING OBJECTIVES OF THE SUBJECT

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1. Apply the mechanisms of expanded animation language.
2. Plan, execute, and supervise animated productions, both fiction and documentary, applying the techniques and mechanisms of directing animated works.
3. Demonstrate maturity and analytical rigor in the self-evaluation process of the work developed, both individually and as a team.

#### STUDY LOAD

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Type	Hours	Percentage
Hours large group	30,0	20.00
Self study	90,0	60.00
Hours medium group	18,0	12.00
Guided activities	12,0	8.00

**Total learning time:** 150 h

## CONTENTS

### Sessions development

**Description:**

TEMA 1. Brainstorming and group formation.  
TEMA 2. Initial visual research. Mood boards and references. Design the chosen theme (Thesis Design).  
TEMA 3. Final script to begin producing visual material.  
TEMA 4. Final storyboard, project planning, and art direction.  
TEMA 5. Videoboard or animatic proposal. Initial sound proposal.  
TEMA 6. Finalized videoboard or animatic.  
TEMA 7. Presentation of the animation process and start of production.  
TEMA 8. First sample shot produced (proof of concept).  
TEMA 9. Preparation of final backgrounds. Continuation of animation production: next two or three shots.  
TEMA 10. First completed sequence (three or four edited shots).  
TEMA 11. Final sound proposal. Production of the next five or six shots.  
TEMA 12. Production of the remaining shots and post-production.  
TEMA 13. Presentation of a first production draft. 14. Final presentation of the fully completed work.

**Specific objectives:**

1. To know and be able to apply the requirements for a film shoot to be sustainable and environmentally friendly.
2. To behave in accordance with the ethical principles of the profession, avoiding ideological discrimination that leads to offense or contempt for others.
3. To demonstrate creative and entrepreneurial skills in formulating, designing, and managing projects, and in seeking and integrating new knowledge and attitudes.
4. To work independently, make decisions, and adapt to new situations.

**Related activities:**

1. In-person practical classes.
2. Supervised in-class work.
3. Independent work at home.

**Full-or-part-time:** 18h

Practical classes: 18h

### Topic 1

**Description:**

Introduction to the digital environment and basic concepts for 2D animation production.

**Full-or-part-time:** 1h

Theory classes: 1h

### Topic 2

**Description:**

Creation of structured characters ready for animation from different perspectives.

**Full-or-part-time:** 1h

Theory classes: 1h

### Topic 3

**Description:**

Communicating emotions to give life and personality to the character's performance.

**Full-or-part-time:** 1h

Theory classes: 1h

### Topic 4

**Description:**

Design of space, perspective and camera movement to place the action in a narrative environment.

**Full-or-part-time:** 1h

Theory classes: 1h

### Topic 5

**Description:**

Concepts of sound, image and final assembly integration to produce a complete and professional animated work.

**Full-or-part-time:** 1h

Theory classes: 1h

## ACTIVITIES

### Project development

**Description:**

Concept, design, planning, execution, and evaluation of a 40-second animation project. If there are characters, there should be a maximum of two.

**Delivery:**

In class.

**Full-or-part-time:** 15h

Theory classes: 15h

### Work in teams or alone

**Description:**

If it's an individual project, each student organizes their own time and effort to complete the animated project. If it's a group project, different roles are assigned, and the students collaborate to carry out the animated project.

**Delivery:**

In class

**Full-or-part-time:** 90h

Self study: 90h



### Exposition

**Description:**

Presentations in which one or more students orally present their topic or work, prepared beforehand, in front of the rest of the group.

**Delivery:**

In class

**Full-or-part-time:** 12h

Guided activities: 12h

### GRADING SYSTEM

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Project development 25%

Work in group or individually 25%

Oral presentation 25%

Final delivering 15%

Participation and learning attitude 10%

### BIBLIOGRAPHY

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**Basic:**

- Williams, Richard. The Animator's survival kit . Expanded ed. London : Faber and Faber, 2009. ISBN 9780571238347.

- Pagès, Maria. 50 principios fundamentales de la animación : 2D, 3D y videojuegos . Primera edición. Barcelona : Iniciativa Digital Politècnica. Oficina de Publicacions Acadèmiques Digitals de la UPC, septiembre de 2024. ISBN 9788410008762.