JiM

JINVANI INSTITUTE OF
MULTIMEDIA

SKILL DEVELOPMENT PROGRAMS

Skill Course
2D Animation & Production

SKILL SYLLABUS

- ADOBE PHOTOSHOP SYLLABUS
- ADOBE IIIUSTRATOR SYLLABUS
- ADOBE ANIMATE SYLLABUS

ADOBE PHOTOSHOP SYLLABUS
SKILL DEVELOPMENT PROGRAMS

OFFICIAL STUDY MATERIAL

Course Overview

This course is designed to teach beginners the fundamentals of Adobe Photoshop for 2D animation and digital art. Students will learn interface mastery, tool usage, shape creation, background design, and export techniques. By the end of the course, learners will be able to create and export professional-quality elements and scenes.

Detailed Class Breakdown

Class 1 – Introduction & Interface Mastery

Role of Photoshop in 2D Animation
File Types – PSD, PNG, JPEG

Interface Overview
Toolbar Basics
Layers Panel Introduction
Properties & Options Bar

Creating an Artboard
Difference between Artboard and Canvas
Creating Multiple Artboards
Setting the size (1920×1080 px)

Background Fill
Solid Color Fill
Gradient Fill
Basic Texture Fill

Export Process
Exporting 2 Artboards in PNG format

Class 2 – Creating Elements using Pen Tool and Shape Tools

Pen Tool Basics
Creating Anchor Points
Adjusting Handles
Making Straight & Curved Paths
Creating Closed Shapes

Shape Tools
Rectangle Tool
Ellipse Tool
Polygon Tool
Using Custom Shape Tool
Setting Fill & Stroke

Difference between Paths and Shapes
Converting a Path into Selection
Difference between Shape Layers and Fill Layers

Transform Options
Scaling
Rotating
Flipping & Distorting

Export Process
Exporting the created shapes as PNG files

Class 3 – Final Background Creation

Background Scene Creation

Composition Basics
Adding Depth and Perspective
Using Layers Effectively
Color and Texture Application

Export Process

Exporting Final Background in Required Format

ADOBE IIIUSTRATOR SYLLABUS
SKILL DEVELOPMENT PROGRAMS

OFFICIAL STUDY MATERIAL

Course Overview

This course teaches beginners how to use Adobe Illustrator for 2D animation and digital character design. Students will learn interface basics, Pen Tool mastery, character and asset creation, scene composition, and export techniques. By the end, learners can create fully-designed characters and animation-ready assets.

Detailed Class Breakdown

Class 1 - Illustrator Basic Interface & Workspace

Objective

Understand the Illustrator Interface
Set up the Workspace according to personal needs
Create Artboards and practice file saving

Topics

Illustrator Interface
OverviewToolbars, Panels, Properties
Artboard Management
File Formats (AI, SVG, PNG)

Class 2 - Pen Tool Mastery & Character Tracing

Objective

Use the Pen Tool perfectly
Trace any type of character

Topics

Pen Tool Basics (Anchor Points, Curves, Handles)
Smooth vs. Corner Points
Tracing Reference Images
Path Editing Techniques

Class 3 - Custom Character Design with Pen Tool

Objective
Create your own imagined character using the Pen Tool

Topics
Character Proportions Basics
Building Shapes with the Pen Tool
Color Palette Selection
Grouping & Layering Elements

Class 4 - Asset Design (Props & Elements)

Objective
Create assets used in 2D animation

Topics
Designing Props (Chair, Table, Book, etc.)
Creating Reusable Elements
Simple Shading Techniques

Class 5 - Animals & Background Creation

Objective
Create simple animal characters and backgrounds

Topics
Animal Tracing & Designing with Pen Tool
Background Elements (Trees, Grass, Sun)
Using Gradients & Textures

Class 6 - Scene Composition for 2D Animation

Objective

Combine all assets, characters, and backgrounds into a complete scene

Topics

Layer Management for Animation
Scene Balance & Composition
Exporting Assets for Animation Software
(After Effects, Animate, etc.)

Class 7 - Final Project & Export

Objective

Apply all learned skills to a final project
Export ready-to-use animation assets

Topics

Final Character & Scene Refinement
File Optimization
Exporting SVG & PNG Sequences

ADOBE ANIMATE CC SYLLABUS
SKILL DEVELOPMENT PROGRAMS

OFFICIAL STUDY MATERIAL

Course Overview

This comprehensive course covers Adobe Animate from beginner to advanced level. Students will learn interface basics, drawing tools, symbols, animation techniques, character design, rigging, lip-sync, scene composition, visual effects, and final project export. By the end of the course, learners will be able to create fully animated characters and scenes ready for 2D animation projects.

Detailed Class Breakdown

Class 1 – Introduction to Adobe Animate & Workspace Setup

Topics

Adobe Animate Overview
Introduction to Interface and Panels
Customizing Workspace
Timeline and Stage Basics
Tools Overview

Class 2 – Document Setup & Color Management

Topics

Creating a New File & Setting Frame Rate
Document Settings and Resolution
Color Panels and Swatches
Layer Management Basics

Class 1 - Introduction to Adobe Animate & Workspace Setup

Topics

Adobe Animate Overview
Introduction to Interface and Panels
Customizing Workspace
Timeline and Stage Basics
Tools Overview

Class 2 - Document Setup & Color Management

Topics

Creating a New File & Setting Frame Rate
Document Settings and Resolution
Color Panels and Swatches
Layer Management Basics

Class 3 - Drawing Tools Deep Dive (Part 1)

Topics

Rectangle, Oval, Line Tools
Pencil Tool – Smooth & Straight Modes
Brush Tool – Using Custom Brushes

Class 4 - Drawing Tools Deep Dive (Part 2)

Topics

Pen Tool Mastery
Shape Editing & Path Manipulation
Free Transform Tool

Class 5 – Introduction to Symbols and Library

Topics

Graphic, Button, MovieClip Symbols
Convert to Symbol
Using the Library Panel

Class 6 - Importing and Asset Management

Topics

Importing Images & Vector Files
Library Organization
Basic Publish Settings

Class 7 - Introduction to Frame-by-Frame Animation

Topics

Frames, Keyframes, Blank Keyframes
Frame-by-Frame Animation Workflow
Onion Skinning Basics

Class 8 - Classic Tween Animation

Topics

Creating Classic Tween
Understanding Motion vs Classic Tween
Position, Scale, Rotation Animation

Class 9 - Motion Tween Animation

Topics

Motion Tween Workflow
Creating Motion Paths
Properties Animation (Opacity, Color Effects)

Class 10 - Easing & Animation Smoothness

Topics

Ease In & Ease Out
Custom Easing Curves
Practical Animation Examples

Class 11 - Simple Object Animation Practice

Topics

Object Movement Tweens
Scale & Rotation Combined
Exporting Short Animations

Class 12 - Simple Character Animation

Topics

Import Ready Character Symbols
Using Classic & Motion Tweens for Walking
Pose-to-Pose Animation

Class 13 – Character Design Principles

Topics

Shape Language & Silhouette
Proportion Rules
Visual Style Consistency

Class 14 - Front View Character Design

Topics

Front View Sketch
Clean Line Art
Color Fill & Detailing

Class 15 - Side & Back View Character Design

Topics

Side View Construction
Back View Construction
Creating a Turnaround Sheet

Class 16 - Face Detail Design

Topics

Eyes, Nose, Mouth Variations
Basic Neutral Expression
Organizing in Layers

Class 17 - Facial Expressions & Morphing (Part 1)

Topics

Expression Sketches – Happy, Sad, Angry
Setting up Morphing Transitions

Class 18 - Facial Expressions & Morphing (Part 2)

Topics

Morph Animation Techniques
Workflow for Expression Switching

Class 19 - Character Poses & Gestures (Part 1)

Topics

Neutral Standing Pose
Sitting & Basic Gestures
Understanding Balance & Weight

Class 20 - Character Poses & Gestures (Part 2)

Topics

Dynamic Action Poses – Running, Jumping
Pose Refinement

Class 21 - Combining Expressions & Poses

Topics

Expressions in Action
Showcasing Character Personality
Practice Animations

Class 22 - Creating Body Part Symbols

Topics

Separate Body Part Symbols
Organizing Parts in Library
Planning Hierarchy

Class 23 - Bone Tool Rigging

Topics

Introduction to Bone Tool
Adding Bones and Creating a Rig
IK Controls

Class 24 - Parenting & Hierarchy

Topics

Parenting Relationships
Setting Pivot Points
Testing Character Movement

Class 25 – Simple Walk Cycle Animation

Topics

Walk Cycle Basics
Creating Key Poses
Timing & Refinement

Class 26 - Introduction to Lip Sync

Topics

Audio Import & Timeline Sync
Dialog Breakdown
Creating a Phoneme Chart

Class 27 - Mouth Shape Design

Topics

A–E–O–U Mouth Shapes
Organizing Mouth Symbols
Switch Frame Technique

Class 28 - Audio Sync & Final Lip Sync

Topics

Dialog Sync Practicals
Expression + Lip Movement
Checking Smoothness

Class 29 - Animal Design Basics

Topics

Simplified Animal Anatomy
Simple Animal Sketches
Front & Side View Animals

Class 30 - Animal Character Design

Topics

Detailing Animal Characters
Color & Patterns
Creating Symbols

Class 31 - Animal Rigging

Topics

Bones for 4-Legged Characters
Parenting Animal Body Parts
Testing Animation

Class 32 - Animal Walk Cycle Animation

Topics

4-Leg Walk Cycle Basics
Keyframes & Refinement
Looping Walk Cycle

Class 33 - Background & Scene Design

Topics

Background Sketch
Color Blocking
Detailing Environment

Class 34 - Parallax Animation

Topics

Foreground-Midground-Background Separation
Simulating Motion Depth
Parallax Animation Workflow

Class 35 - Lighting & Effects

Topics

Shadows & Highlights
Atmospheric Effects (Fog, Glow)
Filters & Blend Modes

Class 36 - Particle Effects & Camera Movement

Topics

Smoke, Snow, Fire Effects
Camera Layer Panning & Zooming

Class 37 - Masking Techniques

Topics

Creating Mask Layers
Reveal Animations
Practical Masking Exercises

Class 38 - Multiple Scene Management

Topics

Using the Scene Panel
Scene Linking
Project Organization

Class 39 - Storyboard & Animatic

Topics

Storyboard Sketches
Timing Plan
Creating Animatics

Class 40 - Final Project Animation – Part 1

Topics

Project Layout
Character & Background Placement
Initial Animation Pass

Class 41 - Final Project Animation – Part 2

Topics

Refining Animation
Adding Expressions & Lip Sync
Timing Adjustments

Class 42 - Sound & Final Touch

Topics

Sound & Music Integration
Final Polishing
Quality Checks

Class 43 - Export & Presentation

Topics

Export Settings (MP4, SWF, HTML5)
Project Presentation
Feedback & Future Guidance

Class 44 - Multiple Scene Management (Advanced)

Topics

Using the Scene Panel
Scene Linking
Project Organization