



Accredited Africa Training Institute for Capacity Development

Unit FO409, Hatfield Plaza · 1122 Burnett St, Hatfield 0028 · Pretoria, Gauteng · South Africa

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COURSE BROCHURE

Character Animation Development for 2D and 3D

Communication Studies and Language / Media Studies

Unit Standard 242647 · NQF Level 5 · 15 Credits · 12 Days

COURSE OVERVIEW

This course equips learners with the skills to develop single characters for 2D and 3D animation, from concept to final rigging. Participants will learn to design, model, and prepare characters for animation in alignment with industry standards. The course focuses on creative and technical aspects, ensuring characters are suitable for various media productions.

Category	Communication Studies and Language
Subfield	Media Studies
Unit Standard	242647
Accreditation	SAQA Accredited · NQF Level 5 · 15 Credits
Duration	12 days
Training Method	Online, On-Campus, In-House
Certificate	Issued via AATICD LMS – verifiable online

LEARNING OUTCOMES

- Analyse character design briefs to determine artistic and technical requirements for 2D and 3D animation.
- Design original characters with consideration for anatomy, proportions, and expressive features.
- Apply modelling techniques to create 3D characters using industry-standard software.
- Demonstrate rigging skills to prepare characters for animation, including skeleton and control setup.
- Evaluate character models for consistency, functionality, and adherence to production specifications.
- Implement texture mapping and shading to enhance visual appeal and realism of characters.

WHO SHOULD ATTEND

- This course is ideal for aspiring animators, graphic designers, and multimedia artists seeking to specialise in character development for animation.
- It is also suitable for professionals in the film, gaming, and advertising industries who wish to enhance their character creation skills.

COURSE OUTLINE

Day 1: Introduction to Character Animation

- Overview of animation: from traditional to digital
- 12 Principles of Animation (introduction)
- Differences between 2D and 3D animation
- Character animation in film, games, and VR
- Software tools: Blender, Maya, Toon Boom
- Project planning and storyboarding basics

Day 2: Principles of Animation in Depth

- Squash and stretch
- Anticipation
- Staging
- Straight ahead vs. pose-to-pose
- Follow-through and overlapping action
- Slow in and slow out
- Arcs
- Secondary action

Day 3: Character Design for Animation

- Principles of character design
- Silhouette and appeal
- Anatomy basics for animators
- Facial expressions and emotions
- Turnaround and orthographic views
- Design for rigging: joint placement
- Color theory for characters

Day 4: Rigging Fundamentals for 2D and 3D

- Introduction to rigging
- 2D cut-out rigging: layers and pivots
- 3D rigging: bones and joints
- Forward kinematics (FK) vs. inverse kinematics (IK)
- Skinning and weight painting
- Control rigs for animators
- Rig testing and troubleshooting

Day 5: Keyframe Animation and Timing

- Key poses and extremes
- Breakdowns and in-betweens
- Timing charts for 2D
- Graph editor for 3D
- Walk cycle mechanics: contact, down, passing, up
- Weight and balance
- Adding personality to walks

Day 6: Advanced Body Mechanics

- Run cycle mechanics
- Jump anticipation and follow-through
- Lifting and pushing objects
- Weight and momentum
- Overlapping action in body parts
- Balance and center of gravity
- Combining actions into a sequence

Day 7: Facial Animation and Lip Sync

- Facial rigging: blend shapes and bones
- Visemes and phonemes
- Lip sync timing
- Eye darts and blinks
- Eyebrow expressions
- Emotional transitions
- Audio waveform analysis

Day 8: Acting and Performance

- Acting basics for animators
- Subtext and motivation
- Body language and gestures
- Timing for comedy and drama
- Eyes as windows to the soul
- Scene blocking and staging
- Reference video analysis

Day 9: Animation for Games vs. Film

- Differences between film and game animation
- Looping cycles: idle, walk, run
- Animation state machines
- Blend trees and transitions
- Root motion and in-place animation
- Optimization: polygon count, keyframe reduction
- Unity/Unreal animation import basics

Day 10: Special Effects Animation

- Secondary animation: cloth and hair
- Pendulum and spring motion
- Particle systems for magic, dust, fire
- Soft body dynamics
- Rigid body interactions
- Combining effects with character
- Performance considerations

Day 11: Polishing and Refinement

- Polishing techniques
- Arcs and spline refinement
- Eliminating pops and sliding

- Adding drag and overshoot
- Peer review and feedback
- Iterative improvement
- Finalizing animation layers

Day 12: Portfolio Project and Career Preparation

- Demo reel structure and editing
- Showreel best practices
- Job roles: animator, rigger, technical artist
- Freelance vs. studio work
- Interview preparation
- Networking and portfolio platforms
- Final project presentation

ASSESSMENT & CERTIFICATION

Delegates are assessed through exercises and a final test. A mark of **50% or above** earns an **AATICD Certificate of Completion**, issued digitally with a unique verification code. This course carries **15 NQF credits** at **NQF Level 5**.

PRICING (PER DELEGATE, EX-VAT)

Delegates	Training Method	Price per Delegate	Total
1	Online	R 43,000.00	R 43,000.00
1	In-House	R 56,000.00	R 56,000.00
1	On-Campus (Pretoria)	R 64,600.00	R 64,600.00

UPCOMING SESSIONS

Start	End	Method	Venue
03 Aug 2026	18 Aug 2026	On-Campus	Cape Town, South Africa
04 Aug 2026	19 Aug 2026	On-Campus	Dubai, UAE
05 Aug 2026	20 Aug 2026	On-Campus	Pretoria, South Africa
05 Aug 2026	20 Aug 2026	On-Campus	Lagos, Nigeria
06 Aug 2026	21 Aug 2026	On-Campus	Johannesburg, South Africa
07 Aug 2026	24 Aug 2026	On-Campus	Mauritius
10 Aug 2026	25 Aug 2026	On-Campus	Dubai, UAE
11 Aug 2026	26 Aug 2026	On-Campus	Pretoria, South Africa

Contact us if no suitable date is listed – on-demand sessions can be arranged for groups.

HOW TO GET A QUOTE OR APPLY

1. **Get an instant quotation online:** visit www.aaticd.co.za, open the page for this course (Unit Standard 242647) and click **Get A Quote / Apply**. Select your training method and number of delegates – your quotation is generated immediately and emailed to you with the course brochure attached.
2. **Apply by email:** send the course title, your preferred training method (Online, In-House or On-Campus Pretoria), the number of delegates and your preferred dates to apply@aaticd.co.za – our team will reply with a formal quotation.
3. **Apply by phone or WhatsApp:** call +27 12 004 8389 or WhatsApp +27 65 077 6310 and we will prepare your quotation and reserve your seats.
4. **Confirm your booking:** accept the quotation and settle the invoice. As soon as payment is confirmed your delegates are enrolled and receive their AATICD LMS login details by email, along with joining instructions for their chosen training method.

Group discounts apply automatically – the more delegates you enrol, the lower the price per delegate. No payment is required to request a quotation.

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