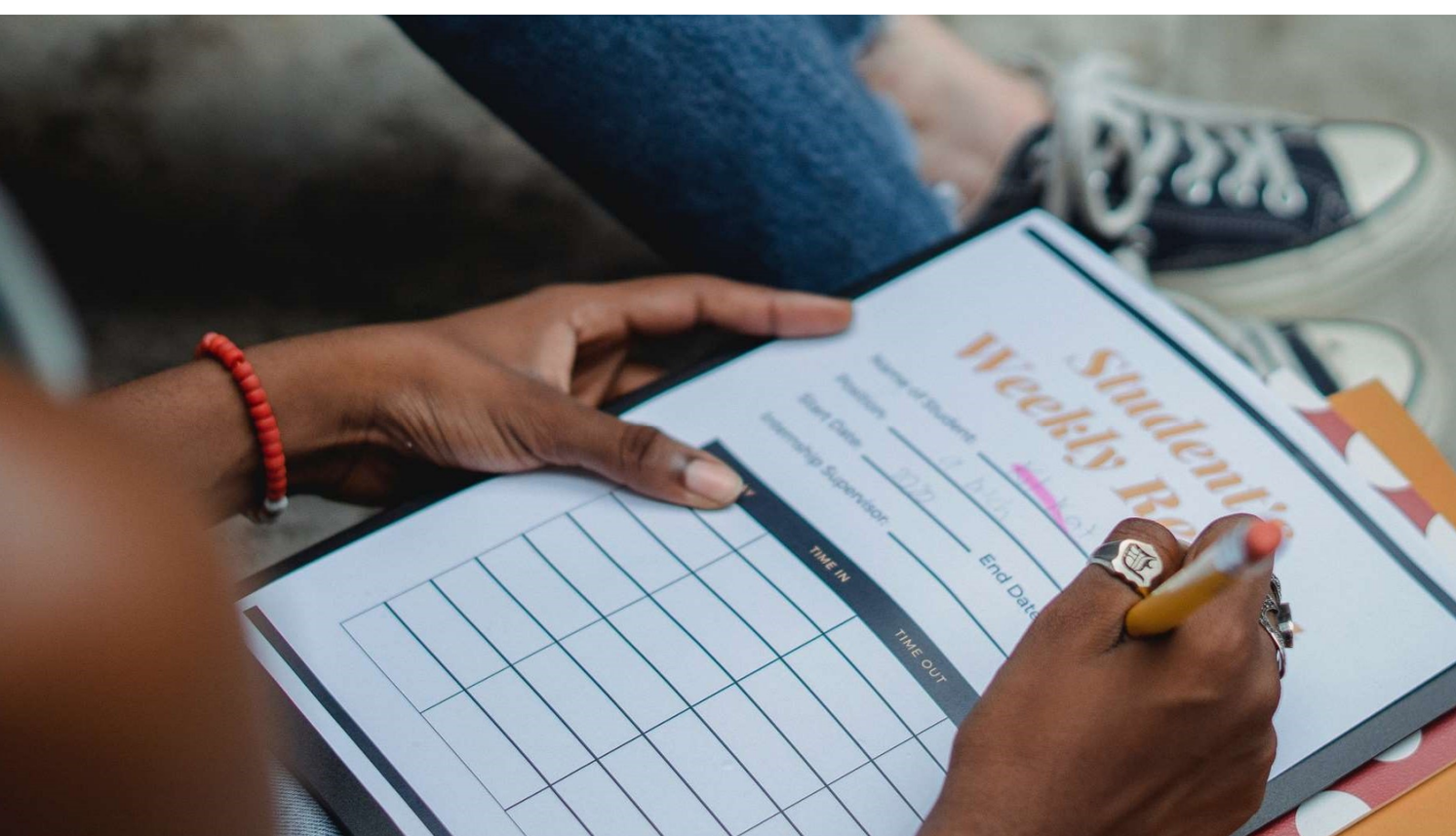
ANIMATED ARTS
LEARNING INSTITUTE

AALI Student Guide

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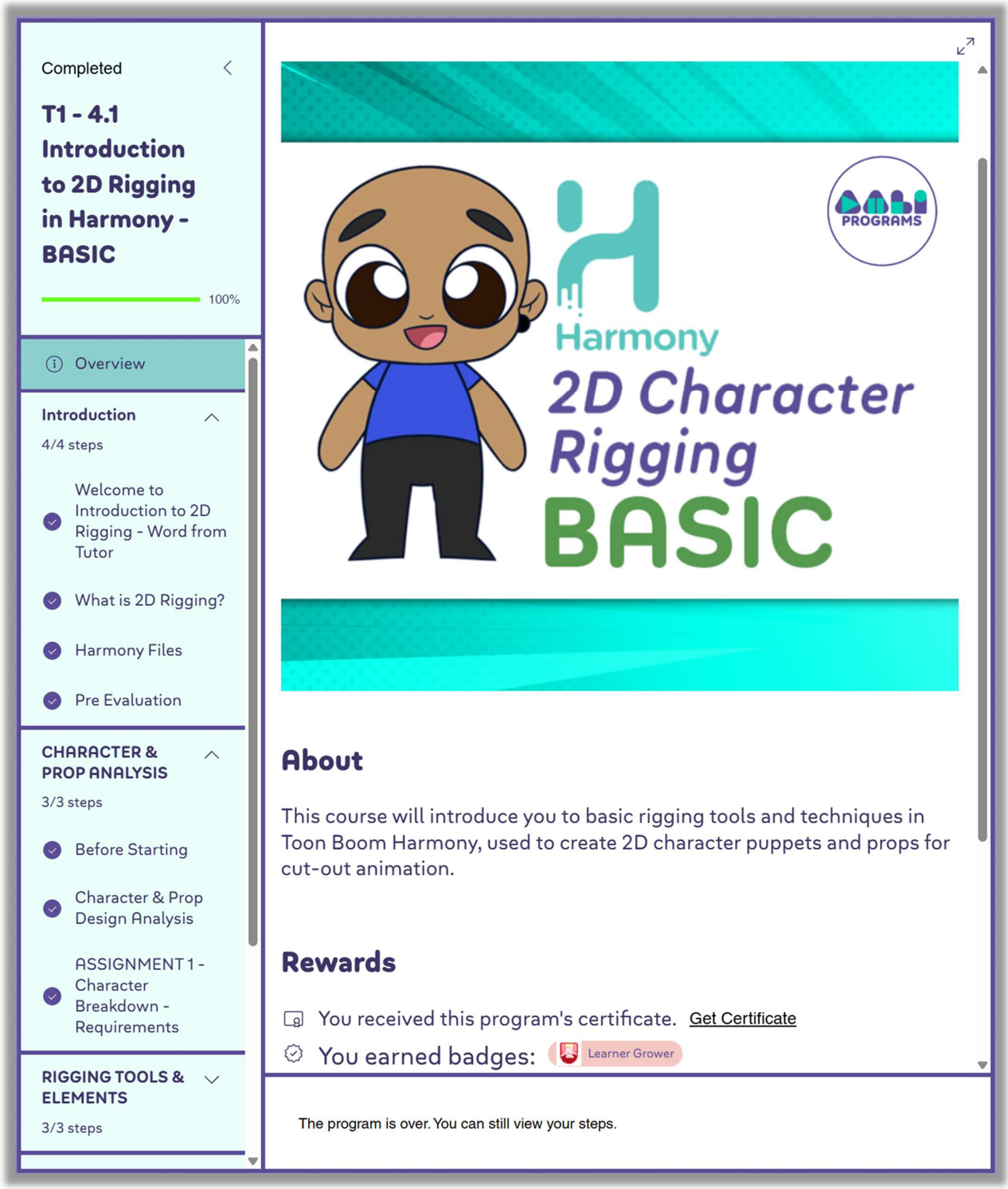
ABOUT THE 1-YEAR PROGRAM

The 1-Year Diploma level in 2D Cutout Animation is a full-time program which is delivered online through a mix of pre-recorded content and live tutor support.

AALI offers two (2) academic years annually, with one beginning in January and the other in September. Each academic year consists of three (3) 12-week terms.

PRE RECORDED COURSE CONTENT

Pre-recorded content is created for all courses. Also available is Narration/Voice Overs for theoretical topics. Students are assigned courses and will be able to access the related content by clicking on the course tab. An example of a course on the student dashboard can be seen below:



ORIENTATION

The AALI Orientation Program introduces you to the learning environment and helps you prepare for your animation studies. You'll learn how to navigate your courses, access timetables, download learning materials, submit assignments, and communicate with your tutors.

You'll also explore important topics such as time management, study habits, professional communication, health and well-being, and AALI's policies and procedures.

Throughout orientation, you'll complete short activities and quizzes designed to help you become familiar with our expectations and develop the skills needed for a successful learning experience.



EQUIPMENT – BASIC SYSTEM SET-UP

Required Tools:

- Drawing Tablets such as Wacom Intuos, Huion, XP-Pen, etc.
- For animating using character rigs, a mouse can be used as an alternative.

Traditional Drawing Tools:

- Students should have access to traditional drawing tools, including sketch/drawing pencils, pens, colored pencils/pens, sketchpads, notebooks, etc.

DIGITAL ART TABLET

Drawing Tablets such as Wacom Intuos, Huion, XP-Pen, etc. will be a necessary tool to complete some assignments. For animating using character rigs, the mouse can be used.





LAPTOPS



Processor (Windows) - Intel Core i5 or i7
Processor (macOS) - Intel Core i5 or 17
Memory - 8 GB
Monitors - 1280 x 800
(with scaling up to 200% supported
(Windows)Retina display supported (macOS))
Video Card (Windows) - NVIDIA GeForce GTX 560
Video Card (macOS) - Intel Iris Pro Graphics 6200

NB. Processors Ryzen7 and Ryzen9 can also be used.

SOFTWARE

Windows OS:

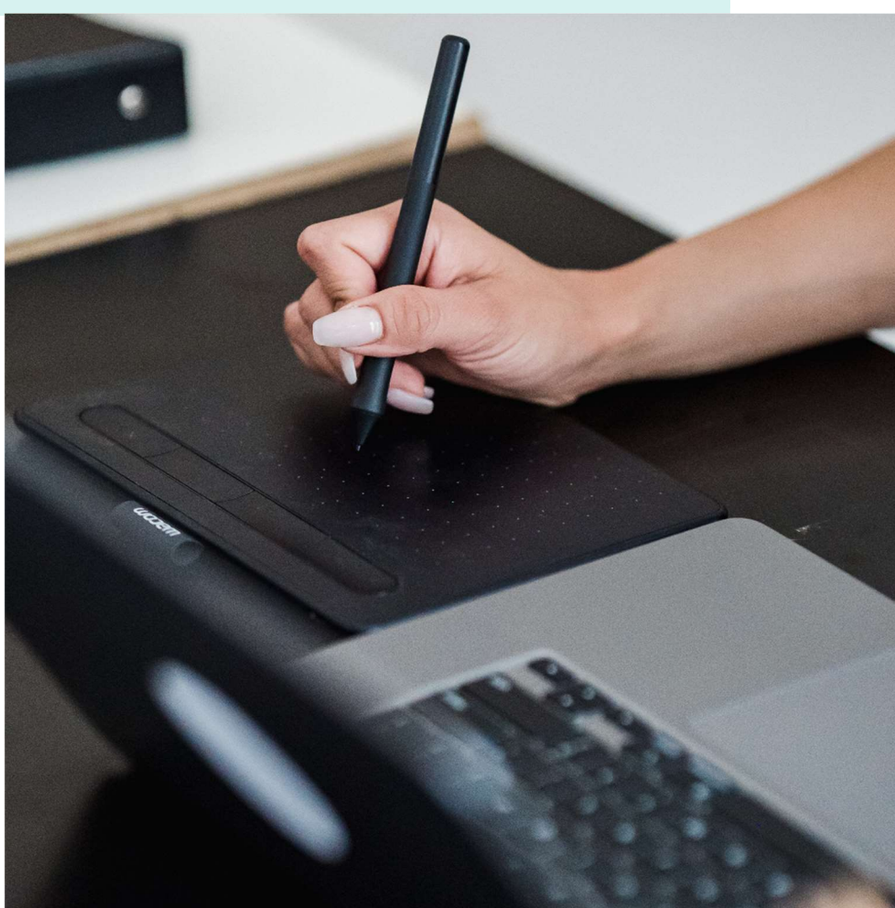
- Windows 11
- Windows 10 (64 bit)

MacOS:

- macOS 12.3 (Monterey)
- macOS 11.4 (Big Sur)
- macOS 10.15.7 (Catalina)
- macOS 10.14.6 (Mojave

Windows 11

Mac OS



SYLLABUS

TERM 1

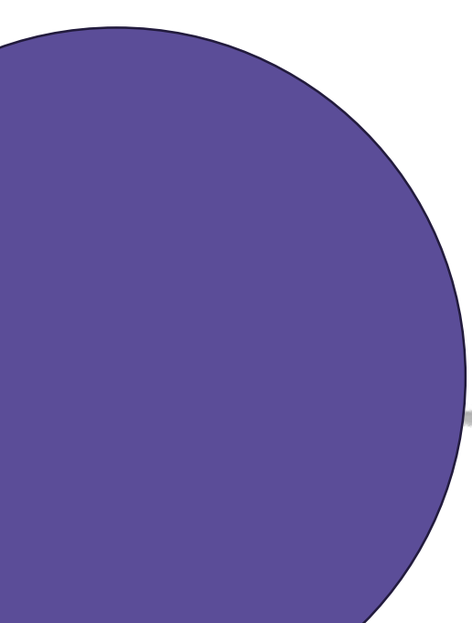
- The History of Animation:
    - Pre-historic Animation
    - Industrial Revolution 1800s
    - American Animation - 1900-1921
    - American Animation - 1930s
    - Japanese Anime
- Introduction to Character Design
- Introduction to Toon Boom Harmony
- Introduction to Rigging in Toon Boom Harmony Premium
- Introduction to 2D Animation in Toon Boom Harmony Premium
- Understanding the 12 Principles of Animation
- Animation Portfolios - What to expect.

TERM 2

- Acting in Animation Part 1 & 2 Facial Expression and Mannerisms
    - Lip Sync
    - Blinks
    - Head Tilts
    - Emotion changes
    - Facial expressions
    - Body language/shifting weight.
    - Pushing poses
- Walk & Run Cycles
    - Basic Walk Cycle
    - Basic Run Cycle
    - Attitude Walk & Run Cycles
- Animation Portfolios Part 3

TERM 3

- The 2D Animation Pipeline & Workflows
    - Pre-Production
        - Covers processes from concept to storyboard.
        - Creation of assets i.e., Backgrounds, Character Rigs, Props
        - Scene Set-up and Staging
            - Acting in Animation Part 3; Approaching a full scene - planning and blocking, accents/beats, and polish
    - Production
        - Animation workflow from Client to Animator and back.
    - Post-Production
        - Rendering
        - Understanding the Editing and Compositing Processes.







TYPES OF ASSIGNMENTS

At Animated Arts Learning Institute (AALI), we believe in a comprehensive evaluation system that assesses students' competency and progress throughout the program. Assignments are a vital aspect of this assessment, falling under three main categories: Quizzes, Practical Assignments, and Theory Assignments.

Quizzes

Purpose:	Assess theoretical knowledge and understanding of key concepts.
Frequency:	Quizzes are strategically placed throughout the course work.
Format:	Online quizzes designed to test comprehension and recall.
Weightage:	Quizzes contribute to a percentage of the overall course grade.

Practical Assignments

Purpose:	Evaluate the application of theoretical knowledge in practical scenarios.
Nature:	Hands-on projects and tasks related to 2D Animation using Harmony.
Guidance:	Practical assignments may include guided projects or independent work.
Feedback:	Detailed feedback and constructive critique will be provided to enhance learning.
Weightage:	Practical assignments carry a significant weight in the overall assessment.

Theory Assignments

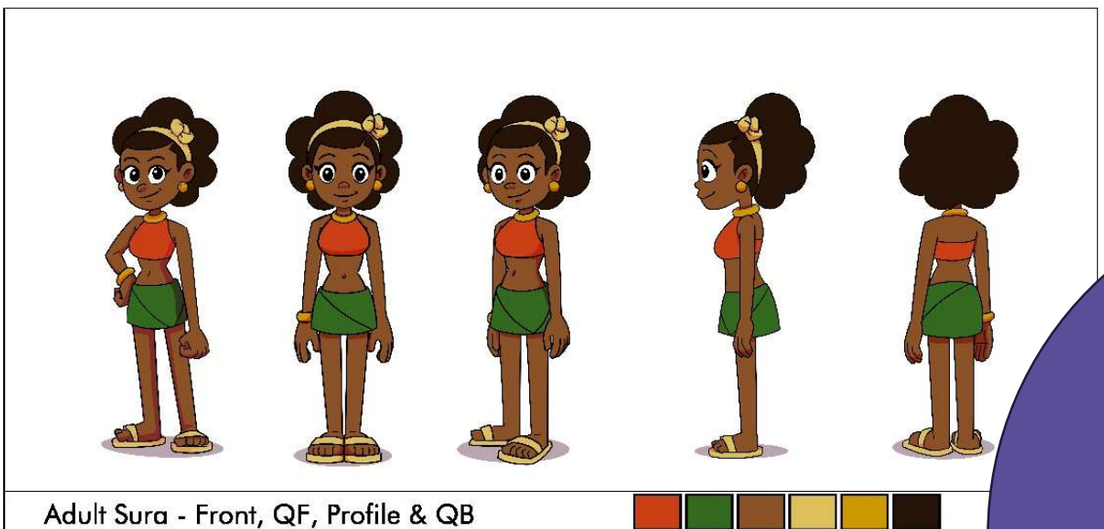
Purpose:	Measure understanding of theoretical principles and critical thinking skills.
Nature:	Written or oral assignments.
Analysis:	Encourages students to analyze concepts, provide insights, and express ideas.
Weightage:	Theory assignments contribute to the overall assessment.

Feedback and Improvement

Constructive feedback will be provided for each assignment to guide students in their learning journey. Students are encouraged to seek clarification and improvement based on feedback.

Grading System

AALI follows a transparent competency-based grading system to communicate student performance accurately. Tutors go through the grading scale with new students on the first day of class in Term 1.



TERM ASSIGNMENTS

Term 1: JANUARY – MARCH

Term 1 introduces students to animation at large. Given the practical focus of the program, they will be exposed to the software used to create 2D cutout animation. This term also includes reviewing the history of animation, an overview of the industry as a whole and a look at the skills students will need to develop throughout their career.

The following is an overview of the assignment types to be expected in Term 1. Please note that this information is subject to change.

Course Name	No. of Assignments by Type			
	Theory	*Practical*	*Quiz*	***Total***
History of Animation	5	1	0	**6**
Introduction to Harmony	0	2	0	**2**
Introduction to Character Design	0	5	0	**5**
Introduction to 2D Rigging in Harmony BASIC	0	3	1	**4**
Introduction to 2D Rigging in Harmony ADVANCED	0	2	0	**2**
Understanding the Principles of Animation	0	16	11	**27**
Introduction to 2D Cutout Animation	0	5	0	**5**

Term 2: April - July

In this term, students build on the skillset they began developing in Term 1. As the skills developed in this Term are foundational to the development of students' skills as animators, this term is completely practical in its focus.

Students are encouraged to continue honing their skills over the course of the Summer break.

Course Name	No. of Assignments by Type			
	Theory	*Practical*	*Quiz*	***Total***
Acting in Animation Part 1 & 2	0	8	0	**8**
Walk Cycle	0	10	0	**10**
Run Cycle	0	1	0	**1**

Term 3: September - November

As the program winds down, students will spend the final term learning about the Animation Production Pipeline and further honing their skills. This final term is geared towards a general understanding of the animation workflow, and helping students prepare for the careers they wish to pursue.

Course Name	No. of Assignments by Type			
	Theory	*Practical*	*Quiz*	***Total***
Animation Production Pipeline	4	0	0	**4**
Acting in Animation Part 3	0	3	0	**3**



ONE-ON-ONE SESSIONS



Students will also have one on one sessions with the tutor, which are also conducted virtually. This allows them to have in-depth discussion about their progress or concerns.

In Term 1, sessions are scheduled between Week 4 – Week 6 for both student and tutor to take a look through the student's progress and how they are feeling what they have learned thus far.

Sessions can also be requested by students if they need support or for the tutor to go over any part of the course work that they may not understand.



MENTORSHIP PROGRAM

Mentorship PROGRAM

At Animated Arts Learning Institute (AALI), our commitment to your success extends beyond the completion of the program. We understand the significance of hands-on experience and personalized guidance in shaping your career. Upon successful completion of our program, students are eligible for a unique mentorship opportunity.

We also recognize the importance of a strong portfolio in showcasing your skills and securing opportunities in the animated arts industry. Our 'Build Your Portfolio' initiative under this mentorship with our partner, T.A.L.E.N.T is designed to provide you with personalized guidance under the supervision of experienced Animation Supervisors upon successful completion of AALI's 1-year 2D Animation Program.



In the dynamic realm of 2D animation, mentorship stands as a vital cornerstone for honing skills and fostering artistic growth. The intricate craft of animation goes beyond technical proficiency; it encompasses a nuanced understanding of storytelling, character design, and industry dynamics.

PROGRAM COST AND PAYMENT PLANS

Program Cost

Full Cost of Program: USD $2985.00
Includes a 1-Year Toon Boom Harmony Premium license.

Registration and Orientation Fee:
Registration & Orientation: USD $175.00 (non-refundable)

Payment Plans

Term Payments

These are payments are collected every Term. Pay links will be sent via email to students/parents/guardians.

One Payment per Term:

- USD $995.00 due prior to the beginning of each term.

Two Payments per Term:

- USD $497.50 per payment.
- 1st Payment: Week 1 of the term.
- 2nd Payment: Week 6 of the term.

Monthly Payments

These are recurring payments collected at the end of every month for the duration of the academic year. An invoice will be sent to students/parents/guardians that will include a pay link.

- USD $248.75 per month (excluding the Registration & Orientation fee).
- Payments will be automatically processed on the 25th of each month, starting in January.

Access to this payment facility is on an approval basis only. Applicants will be required to complete a form which will then be submitted to Admissions. All fees are collected online via Debit & Credit cards using our secure online payment processor, Stripe.

Important Note:

- The Registration & Orientation fee is non-refundable.
- Failure to make payments as scheduled may result in program access restrictions.

At AALI, we believe in providing quality education that is affordable and flexible to meet the diverse needs of our students. If you have any questions or need assistance with the payment process, please contact info@aalibdos.com.

REFUND POLICY & INTELLECTUAL RIGHTS GUIDELINES

ANIMATED ARTS LEARNING INSTITUTE (AALI) REFUND POLICY

At Animated Arts Learning Institute (AALI), we strive to provide an exceptional learning experience for our students. This refund policy is designed to be fair and transparent, outlining the circumstances under which refunds may be granted.

1. Refund Eligibility

Refunds will be considered under the following circumstances:

- Course Cancellation: In the event that AALI cancels a course, a full refund will be issued to the enrolled students.
- Withdrawal Before Course Commencement: If a student withdraws from a program before the course commencement date, a refund will be processed, excluding a non-refundable registration fee. The withdrawal must be communicated in writing to **info@aalibdos.com**.

2. Non-Refundable Fees

The registration fee is non-refundable under any circumstances.

3. Withdrawal After Course Commencement

Once a course has commenced, refunds will not be issued for withdrawal, unless under exceptional circumstances. Any such requests will be evaluated on a case-by-case basis.

4. Refund Process

- Refund requests must be submitted in writing to info@aalibdos.com.
- Approved refunds will be processed within thirty 30 business days.
- Refunds will be issued using the original payment method.

5. Course Material Fees

Fees associated with course materials, software licenses, or additional resources are non-refundable once access has been provided.

6. Discontinuation of the Program

In the unlikely event of the discontinuation of a program, enrolled students will be provided with options, including a refund or transfer to an alternative program.

7. Exceptional Circumstances

Refund requests due to exceptional circumstances, such as medical emergencies or unforeseen life events, will be reviewed compassionately. Supporting documentation may be required.

8. Policy Updates

AALI reserves the right to update the refund policy. Students will be informed of any changes through official communication channels.

By enrolling in AALI, students acknowledge and agree to abide by the terms of this refund policy. We are committed to ensuring a fair and supportive environment for our students, and this policy is designed to reflect that commitment.

INTELLECTUAL PROPERTY RIGHTS GUIDELINES FOR STUDENTS AT AALI

The purpose of these guidelines is to establish clear and fair practices for protecting the intellectual property rights of students at the Animated Arts Learning Institute (AALI). These guidelines ensure that students retain ownership rights to their creative works, fostering an environment of innovation and respect for individual creativity.

1. Ownership of Student-Created Work:
- All original works created by students at AALI, including animations, illustrations, scripts, and other creative outputs, are the intellectual property of the student creators.
- AALI does not claim ownership over student works unless agreed upon in a separate, specific agreement (e.g., collaborative projects with the institute).

2. Use of Student Work by AALI:
- AALI may request the use of student works for educational, promotional, or exhibition purposes.
- Such use will always require the explicit, written consent of the student.
- Students have the right to decline such requests without any negative consequences to their academic standing or institute-related activities.

3. Licensing and Attribution:
- If a student agrees to allow AALI to use their work, the terms of use, including the scope, duration, and purpose, must be clearly defined in a written agreement.
- All uses of student work by AALI will properly attribute the creator unless the student requests anonymity.

4. Protection of Work:
- Students are encouraged to register their works with appropriate intellectual property offices or utilize copyright notices as applicable.
- AALI commits to educating students about their intellectual property rights and the methods to protect these rights.

5. Collaborative Works:
- For works created collaboratively by students, or between students and faculty, the ownership rights will be shared as agreed upon by all contributing parties in a written agreement.
- AALI encourages fair and transparent discussions among collaborators to establish ownership and usage rights.

6. External Projects and Competitions:
- Students retaining intellectual property rights of their work are free to submit their creations to external projects, competitions, or publications.
- AALI may assist in providing opportunities but does not claim rights over works submitted externally.

7. Dispute Resolution:
- In the event of a dispute regarding intellectual property rights, the parties involved should seek resolution through the institute's designated mediator.
- AALI is committed to facilitating fair and equitable solutions in such disputes.

8. Policy Review and Updates:
- These guidelines are subject to periodic review and may be updated to reflect changes in intellectual property law and the evolving needs of the AALI community.

Other Policies & Terms: Terms of Use Conditions – AALI Website
Terms of Service – AALI Learning Management System
Privacy Policy – AALI Website

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#learnwithaali