

Table of Contents

- About The 1-Year Program 1
 - Course Content 1
 - Live Classes..... 1
 - Pre-recorded Content 1
- Orientation..... 2
- Equipment – Basic System Set-Up 3
 - Digital Art Tablet 3
 - Laptops..... 3
 - Software..... 3
- Syllabus 4
 - Term 1 4
 - Term 2 4
 - Term 3 4
- Types of Assignments 5
 - Quizzes 6
 - Practical..... 7
 - Theory 7
- Term Assignments..... 8
- Interactive Courses 9
- One-on-one Sessions 10
- Mentorship Program..... 11
- Program Cost and Payment Plans..... 12
- Scholarships and Financial Assistance 13
 - Merit-Based scholarship 13
 - Financial Assistance 14
- Refund Policy & Intellectual Rights Guidelines..... 15
 - Animated Arts Learning Institute (AALI) Refund Policy 15
 - Intellectual Property Rights Guidelines for Students at AALI 16
- Follow us on Social Media..... 17

ABOUT THE 1-YEAR PROGRAM

The 1-Year Diploma in 2D Cutout Animation is a full-time program which is delivered online through a mix of pre-recorded content and live sessions with the tutor and/or tutor’s aide.

The academic year consists of three (3) 12-week terms. Term 1 starts January and ends March. Term 2 starts April and ends July. Term 3 starts September and ends November.

COURSE CONTENT

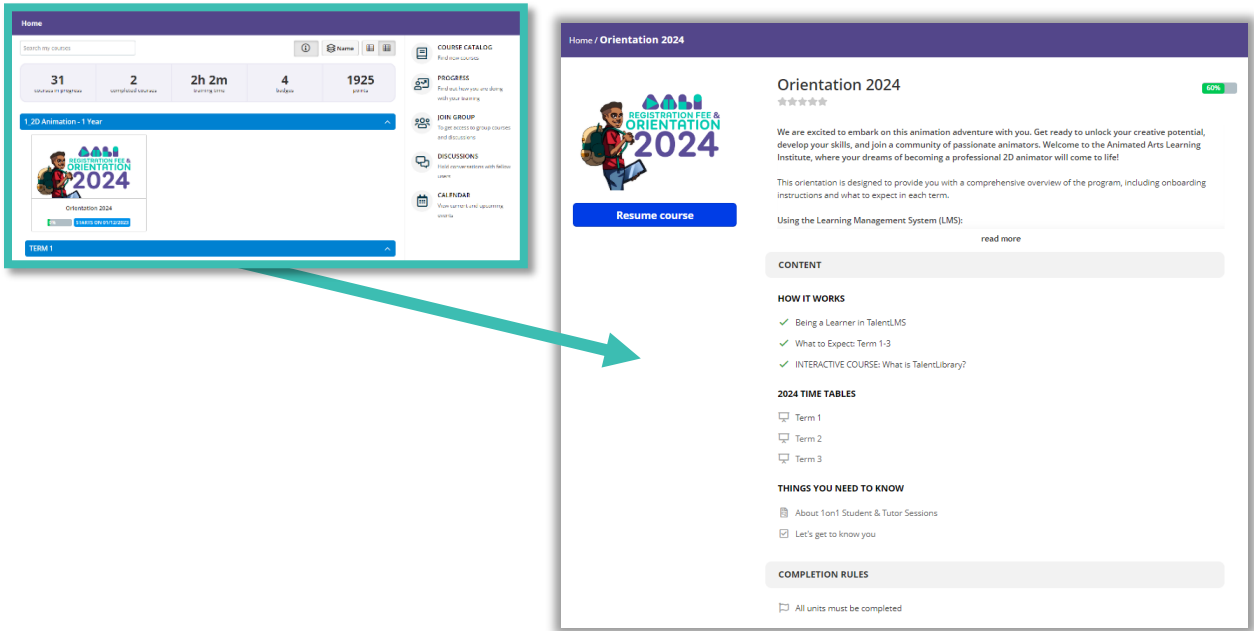
LIVE CLASSES



In Term 1, Live classes are held once a week with either the Tutor or the Tutor’s aide. These classes are scheduled in your Calendar. In Term 2, students will have One-On-One Sessions to aid in their progress through animation practicals. Term 3, Live classes will resume weekly for Animation Production Management.

PRE-RECORDED CONTENT

Pre-recorded content is created for all courses with both Closed Captions (CC) and 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 the student dashboard can be found below:



ORIENTATION

Before Term 1, students who have paid their registration fee will be given access to the Orientation course. Available from December 1st, this covers:

- Being a Learner in TalentLMS
 - A brief, but thorough overview of the Learning Management System (LMS) that students will be using for the duration of the program.
- What to Expect during the program
 - An overview of the syllabus.
- Interactive Course: What is Talent Library
 - A short course which introduces learners to the interactive courses that will feature heavily in their Personal and Professional Development courses.
- About 1 on 1 Student and Tutor Sessions
 - A document which gives further information on 1 on 1 sessions with the tutor.
- A “Get to know you” survey.
 - A short survey where tutors can learn about students’ history with animation.

Upon payment of the first term fee, students will be added to the courses which make up Term 1.



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 i7
 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.

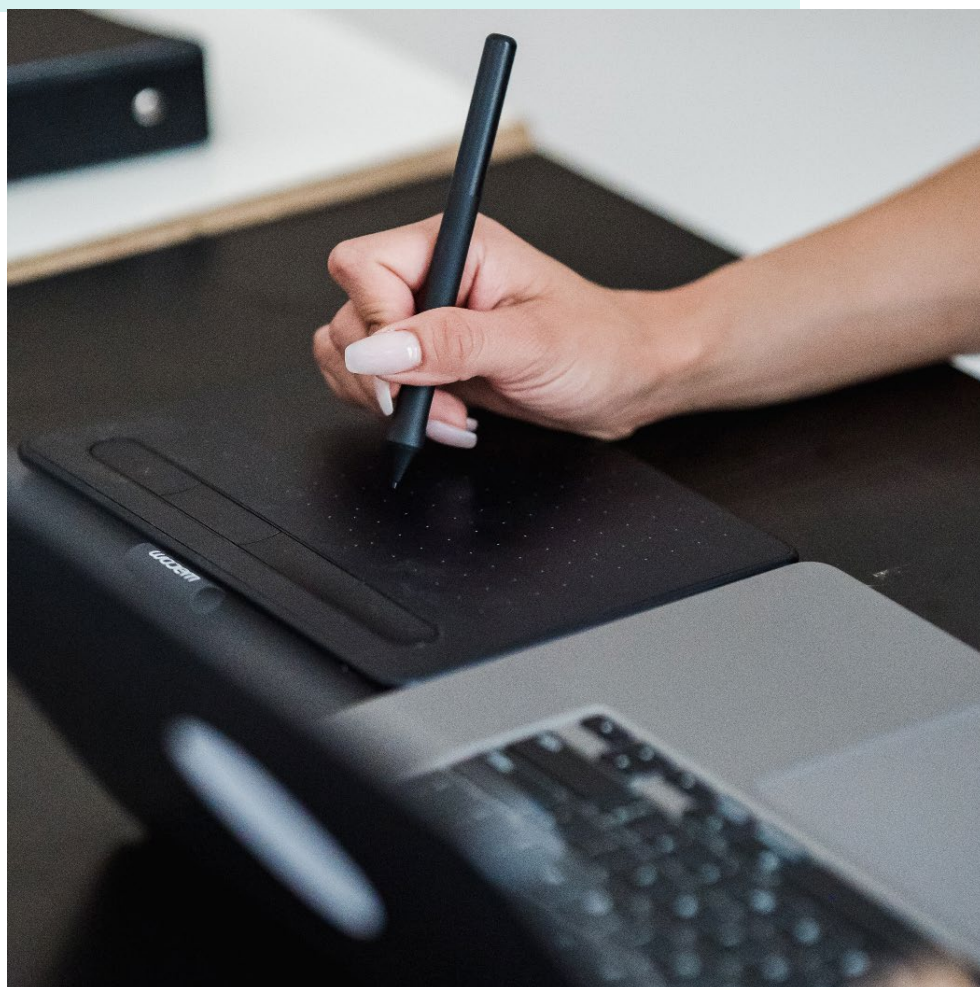
SOFTWARE

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)



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
- You & the Industry - Career Development, Social, and Soft Skill Training.
 - What is EQ, Collaboration & Developing EQ in Teams, Emotional Intelligence: Motivation, Emotional Intelligence: Empathy, and Creativity & EQ
 - Presentation Skills & Pitching
 - Contracts & Copyrights in 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

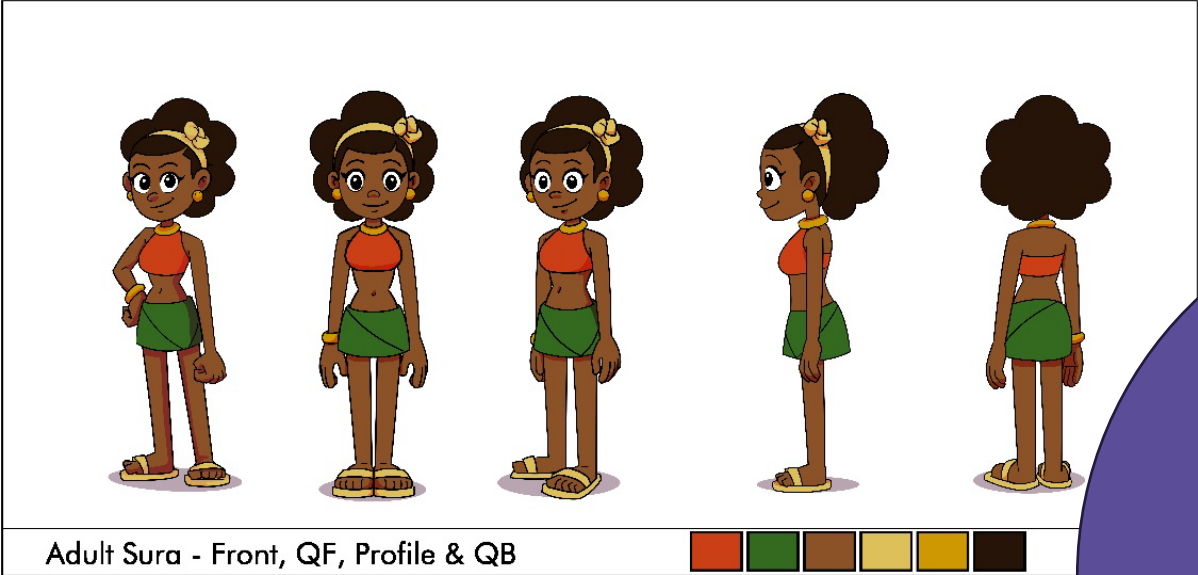
- Purpose: Measure understanding of theoretical principles and critical thinking skills.
- Nature: Written or oral assignments.
- Analysis: Encourages students to analyze concepts, provide insights, and express ideas.
- Weightage: Theory assignments contribute to the overall assessment.

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.

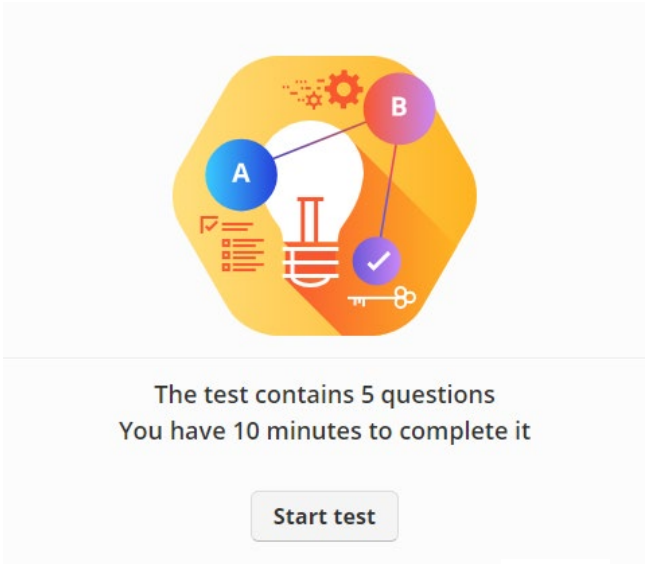
Grading System

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.



QUIZZES

These contain short multiple-choice questions which are graded by the platform automatically. This is a quick way to gauge students’ understanding of concepts. Students should check whether the quiz they are taking comes with a time limit. The quiz time will not begin until they click the “Start Test” button as seen in the following image.



Quizzes are represented by this icon on the learning platform:




PRACTICAL


The 1-Year program has a heavy focus on the practical elements of 2D cutout animation. As such, many of the assignments revolve around students submitting drawings, character poses and brief animations for review by tutors.


Practical assignments will always be related to the course they fall under (e.g., you would not be asked to submit animation in the character design course). Each practical assignment will come with a description of what you are expected to do. This will be related to the section in which the assignment is found. Assignments towards the end of the course will also be built on topics covered previously in that course.


The following is an example of a course section and the accompanying practical assignment.

CHARACTER & PROP ANALYSIS


 **CHARACTER AND PROP DESIGN ANALYSIS**

 **Character & Prop Design Analysis 21:53**

 **Importing Images**

 **Character Breakdown**

Using your program of choice, e.g. Photoshop, ClipStudio, Toon Boom Harmony, submit an image of your breakdown of the character below:



THEORY

Here, “Theory” is a broad category given to assignments which are not quizzes or practical in nature. These assignments often prompt students to state their conclusions based on their evaluations of research they have done. This is to help students learn more about the broader workings of animation as an artform, and also as an industry.

Below is an example submission methods students can use.


Text reply


Upload a file


Record a video


Record audio


Record screen

Both Practical and Theory assignments are represented by this icon:



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	0	5	1	6
Introduction to 2D Cutout Animation	0	5	0	5
Development Plan	5	0	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

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



INTERACTIVE COURSES

You & the Industry - Career Development, Social, and Soft Skill Training



At AALI, we understand the importance of continuous learning in the ever-evolving world of animated arts. Our Interactive short courses are designed for personal and professional development, offering quick and impactful insights to enhance your skill set.

These courses are authored by experts in various fields, covering essential skills necessary for success in a professional working environment.

Students can seamlessly integrate these courses into their daily routines, facilitating continuous learning without disrupting their schedules.

Key Features

Interactive Courses:

- Engage in interactive learning experiences with course durations ranging between 5 and 15 minutes. Short, impactful lessons ensure focused learning without overwhelming time commitments.

Completion Criteria:

- Earn completion by successfully finishing the embedded quiz with a minimum 80% mark.

Asynchronous Learning:

- Our asynchronous learning model allows learners to proceed at their own pace, accommodating diverse learning styles and preferences.

Device Flexibility:

- Access the LMS from a wide range of devices, providing the flexibility to learn in a preferred environment, whether it's a laptop, tablet, or smartphone.

Revisiting Course Materials:

- Students can revisit course materials, enabling them to reinforce concepts and revisit key insights as needed.

Support Availability:

- AALI team members are available on the LMS, ensuring that students have access to support as needed during their learning journey.

An example of a set of interactive courses is Presentation Skills. This helps students prepare for pitching story ideas for animation development to potential investors:

Presentation Skills
<ul style="list-style-type: none">• Presentations &The Magic of Stories• What makes a good Presentation?• Presenting with Power: Hints & Tips• Structuring your Presentations• Setting up for Successful Presentations• Dealing with Nerves• Using Positive Visualization• Power Posing• The Art of Breathing• Becoming a Master Orator



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.

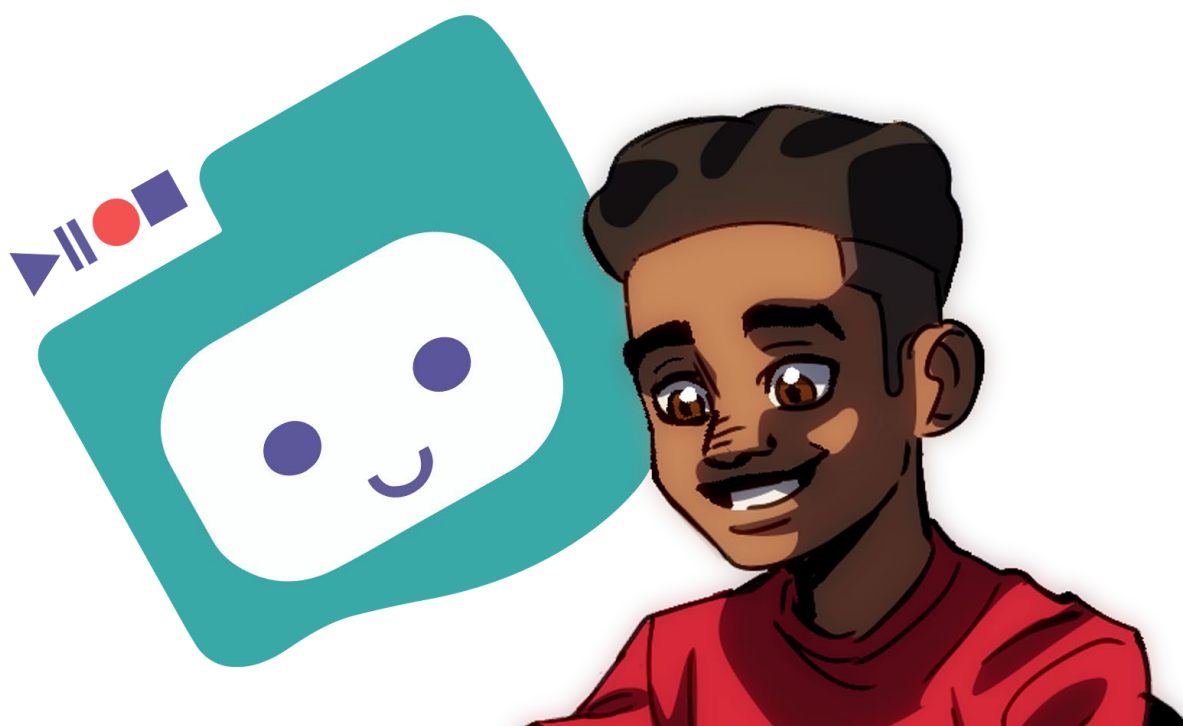


MENTORSHIP PROGRAM

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.

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.

SCHOLARSHIPS AND FINANCIAL ASSISTANCE

MERIT-BASED SCHOLARSHIP

The Animated Arts Learning Institute (AALI) is excited to offer the AALI Merit-Based Scholarship, aimed at recognizing and supporting students who have shown exceptional talent and a strong commitment to pursuing a career in animation.

Eligibility Criteria

Applicant Status:

- Registration & Orientation fee must be paid.
- Must be enrolled or accepted for enrollment in a fulltime program at AALI.

Talent in Animation:

- Demonstrated exceptional skills in animation, as evidenced by a portfolio of work.
- The portfolio should include a variety of works that showcase creativity, technical skills, and storytelling abilities.

Academic Achievement:

- A minimum Grade 2 in Art at CXC or equivalent in their most recent academic program.
- Commitment to Animation Career:
- A personal statement detailing the applicant's passion for animation, career aspirations, and how the scholarship will aid in achieving these goals.
- Evidence of participation in extracurricular activities or projects related to animation.

Letters of Recommendation:

At least two letters of recommendation from educators, mentors, or industry professionals who can speak to the applicant's talent and dedication to the field of animation.

Application Process

- Complete the AALI Merit-Based Scholarship application form.
- Submit a portfolio showcasing your best animation work.
- Submit the application by the specified deadline.
- Attach academic transcripts, personal statement, recommendation letters, and any certificates of awards or recognitions.

Award Details:

- The scholarship amount will be determined based on the quality of the application.

Review and Selection:

- Selection will be based on artistic talent, academic achievements, commitment to a career in animation, and overall potential to contribute to the field.

THIS SCHOLARSHIP IS OPEN TO ALL COUNTRIES

FINANCIAL ASSISTANCE

The Animated Arts Learning Institute (AALI) is dedicated to supporting students who demonstrate significant financial need. The AALI Need-Based Scholarship aims to make education in the animated arts more accessible and inclusive.

Eligibility Criteria

Applicant Status:

- Registration & Orientation fee must be paid.
- Must be enrolled or accepted for enrollment in a fulltime program at AALI.

Financial Need:

- Applicants must demonstrate considerable financial need, which hinders their ability to pursue or continue their education at AALI.
- Financial need is assessed based on family income, number of dependents, and other financial obligations.

Academic Performance:

- While the primary focus is on financial need, applicants should have a satisfactory academic standing.

Personal Statement:

- Submit a personal statement outlining why they need the scholarship, their goals in the field of animation, and how the scholarship will impact their education and future career.

References:

- Provide at least two references who can attest to the applicant's character, potential in the field of animation, and financial situation.

Application Process:

- Complete the AALI Financial Assistance Form.*
- Attach all required documentation, personal statement, and reference letters.
- Submit the application by the specified deadline.

Award Details:

- The scholarship amount will vary based on the individual's demonstrated need and available funding.

Review and Selection:

- Selection will be based on the extent of financial need, academic record, and potential contribution to the field of animated arts.

*Send an email to info@aalibdos.com to receive the AALI Financial Assistance Form.

FINANCIAL ASSISTANCE IS OPEN TO BARBADOS ONLY

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

Purpose:

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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