AN ADVANCED 2D ANIMATION LEARNING SYSTEM

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ABSTRACT

This project is conducted by using software development cycle, which consists of requirements and specification, analysis and design, implementation, testing, maintenance and documentation phase. This documentation comprehensively covers the introduction of 2D animation and its techniques, which were the most important part of this study. In this first part of this project is concentrate on the findings and review detailed definition of 2D animation and its principles, techniques and methods. The second parts covers the analysis part based from the findings and basically the next part will be the design part of the proposed system follow by the implementation. This project does not cover all the topics about 2D animation. However, topics that common to and about 2D animation is included in this documentation.

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