



# 2D CHARACTER **ANIMATION** BROCHURE



[www.orangevfx.com/training](http://www.orangevfx.com/training)

**MARCH 2026**

A portrait of Richard Oboh, a Black man with a short beard and mustache, wearing a light-colored t-shirt with a patterned tie. He is looking slightly to the left of the camera with a neutral expression. The background is dark. The portrait is partially overlaid by a large orange and white graphic element on the left side of the page.

# WELCOME SPEECH

Dear Future Creator,

I'm Richard, and I'm honoured to welcome you to Orange Seed Academy. Our vision has always been to empower African creators to tell world-class stories through digital innovation. Today, that journey takes a massive leap forward with Seed 4.0.

We've upgraded our entire ecosystem to ensure you don't just learn tools, but lead the industry. Through our mission of providing industry-aligned training, you now have access to a streamlined student portal, 1-on-1 expert mentorship, and cutting-edge AI-assisted workflows. Whether you are pursuing a specialised short course or a professional diploma, we are here to bridge the gap between your passion and a high-earning career in the creative economy.

You are no longer just a student; you are part of a community dedicated to mastery and growth. We provide the guidance and the technology—you provide the dedication.

Let's start building your future today.

A handwritten signature of Richard Oboh in black ink, written in a cursive style. The signature is positioned above a thin horizontal line.

*Richard Oboh*

**Richard Oboh**  
CEO and Managing Director  
Orange Seed Academy

# 2026

# ABOUT ORANGE SEED



## OUR MISSION

To empower 10,000 African digital Creators yearly with world-class training, mentorship, and career opportunities, fostering innovation and excellence in digital content creation.



## OUR VISION

To become Africa's premier creative technology academy bridging talent with opportunity





# CERTIFICATION TIERS

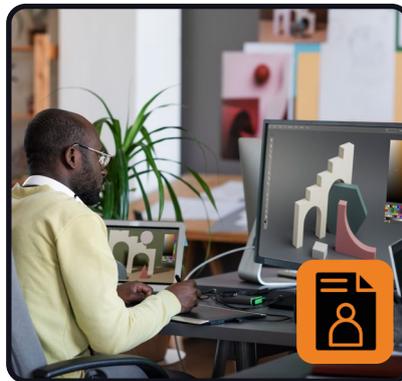


## Tier 1: Foundation

### Certification Of Participation

Validates attendance and foundational knowledge from basic classroom training. Ideal for beginners.

- ▶ 2+ Weeks Duration
- ▶ Basic Training Required
- ▶ Proof Of Participation
- ▶ Limited Placement
- ▶ Free



## Tier 2: Intermediate

### Certification Of Completion

Confirms skills and project-readiness after completing mentorship and portfolio development.

- ▶ 2+ Months Duration
- ▶ Mentorship & Showreel Required
- ▶ Moderate Placement Potential
- ▶ Featured on Student Portal
- ▶ N10,000.00 (\$10)



## Tier 3: Professional

### Diploma

The highest level of certification, signifying full professional readiness across a complete job module.

- ▶ 4 - 6 Months Duration
- ▶ Full Job-Role Module Required
- ▶ 80%+ Placement Rate
- ▶ Direct Trainee Role Eligibility
- ▶ N20,000.00 (\$20)





# HOW IT WORKS

01

## SELECT YOUR PATH

Stop guessing what to learn. Pick one of our 6 specialized schools: Animation, Games, Design, Film & VFX, Modeling, or Arch-Vis. Start with a free consultation to align your goals with the right creative tech career.

## IMMERSIVE TRAINING

Experience world-class learning on our new integrated student portal. Access structured lessons, track your progress, and take quizzes—all in one place. Enjoy a mix of live sessions and recorded modules designed for deep mastery.

02

03

## ELITE MENTORSHIP

Gain access to our exclusive Discord community. Get expert feedback, network with peers, and stay updated on the latest industry job openings. Coming soon: A Nitro-upgraded experience for high-speed collaboration and premium resources.

## REAL-WORLD ASSESSMENT

We don't just teach; we refine. Submit projects through the portal for expert review. Pass your final examination to prove you are industry-ready. Opt-in for our subsidized Pro Mentorship plans for even deeper one-on-one guidance.

04

05

## GRADUATE AND INTERN

Leave with more than a certificate. Walk away with a professional portfolio that gets you hired. Top students land a 3-month internship at Orange VFX Studios to gain real-world studio experience.

# DISCOVER YOUR CREATIVE PATHWAY

Our academy is built around six specialised schools designed to take you from absolute beginner to industry professional. Whether you decide to master character animation, build immersive games, or craft stunning architectural visuals, you are entering an ecosystem perfectly structured to support your ultimate career goals.



1 Animation 

2 Modelling 

3 Games 

4 Design 

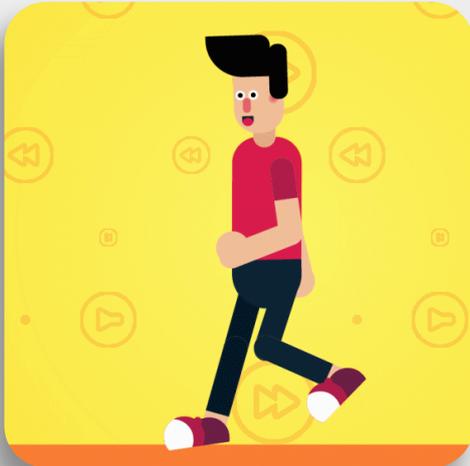
5 Film/VFX 

6 Arch Viz 



# COURSE OUTLINE

## 2D Character Animation



### Rig and animate your first 2D character in our intensive 4-weeks course

Use After Effects, Duik Ángela, and AI to prepare, rig, and animate articulated characters. After the 4-week course, enjoy a month of 1-on-1 mentorship to polish your animations using 10 curated briefs and graduate with a professional, portfolio-ready character performance.

#### What you'll Learn

- ▶ Prepare layered artwork and generate skeletal structures using Duik Ángela
- ▶ Apply Inverse Kinematics (IK) for realistic joint articulation and movement
- ▶ Construct complex facial rigs and flexible spines with custom controllers
- ▶ Animate seamless walk cycles focusing on contact and passing poses
- ▶ Use AI tools to troubleshoot expressions and develop character backstories

#### This course includes:

-  1 Month of private 1-on-1 expert mentorship
-  24/7 Seed LMS Student Portal access
-  Interactive quizzes, assignments, and practice files
-  Official Certificate of Completion



Duration: 4 Weeks



Software: After Effects +  
Duik Ángela



Time: 9am- 12pm, 12pm- 3pm



Mentorship: 1 month free



Level: intermediate



# Week 1: The Foundation – Art Prep & Hierarchy

## Topic A: Preparing Artwork for Rigging

- 👉 **Layer Separation:** How to cut up a character in Illustrator (Head, Torso, Upper Arm, Lower Arm, Hand).
- 👉 **Naming Conventions:** Why "L\_Arm\_Lower" is better than "Layer 1".
- 👉 **Importing:** Importing as "Composition – Retain Layer Sizes".

## Topic B: The Anchor Point & Parenting

- 👉 **Joint Placement:** Using the Pan Behind Tool (Y) to place anchor points exactly where joints rotate (Elbows, Knees, Neck).
- 👉 **Parenting Chains:** The logic of hierarchy (Hand is a child of Lower Arm, Lower Arm is a child of Upper Arm).
- 👉 **FK (Forward Kinematics) Basics:** Rotating the shoulder to move the whole arm.

## Topic C: Introduction to Duik Ángela

- 👉 **Installation:** Installing the script into the AE ScriptsUI folder.
- 👉 **Interface Tour:** Understanding the "Rigging" vs. "Animation" panels.
- 👉 **Structures:** creating Duik's built-in "Bones" to visual the skeleton.



# Week 2: The Auto-Rig & Inverse Kinematics (IK)

## Topic A: Creating Structures (Bones)

- **Hominoid Structures:** Adding a pre-made human skeleton structure in Duik.
- **Aligning Bones:** Snapping the Duik bones to your artwork layers.  
**Parenting to Bones:** Linking the artwork to the skeleton.

## Topic B: Auto-Rig & IK

- **The Auto-Rig Button:** Generating controllers automatically.
- **IK vs. FK:** Understanding the difference.
  - **FK (Forward Kinematics):** Rotate shoulder -> Rotate Elbow (Good for waving).
  - **IK (Inverse Kinematics):** Move Hand -> Arm follows (Good for push-ups/walking).
- **Controllers:** Customising the size, colour, and icon of the controllers.

## Topic C: Cleaning the Rig

- **Zeroing:** Ensuring all controllers start at Position 0,0.
- **Locking & Hiding:** Hiding the bones and artwork layers so the animator only touches the controllers.



# Week 3: Advanced Rigging (Face & Body)

## Topic A: The Spine & Neck

- **Puppet Pins:** Using the Puppet Position Pin tool for organic bending (e.g., a rubbery torso).
- **Duik Bones on Pins:** Converting Puppet Pins into Duik Bones to control them.

## Topic B: Foot Roll & Mechanics

- **The Foot Roll:** Setting up a rig that allows the heel to lift while the toe stays planted.
- **Plantigrade vs. Digitigrade:** Rigging a human foot vs. a dog leg.

## Topic C: Facial Rigging (Connectors)

- **The Connector:** Creating a slider to control multiple properties.
- **Head Turn:** Setting up a "Fake 3D" head turn using a slider.
- **Blink Rig:** Using a slider to open/close eyelids.



# Week 4: AI Workflow, Animation & Polish

## Topic A: Innovative AI Workflow (Using Gemini)

- **Expression Troubleshooting:** Pasting broken Duik expressions into Gemini to fix errors.
  - *Prompt Example: "My After Effects expression is returning 'Error at line 1'. Here is the code. Fix it so the layer loops."*
- **Character Backstory:** Using Gemini to generate a personality profile to inform the acting.
  - *Prompt Example: "Write a 3-sentence backstory for a nervous robot character. How does he walk?"*
- **Walk Cycle Reference:** Using Gemini to describe the key frames of a specific walk type (e.g., "Sneak").

## Topic B: The Walk Cycle

- **Contact, Recoil, Passing, High Point:** The 4 key poses of a walk.
- **Looping:** Creating a seamless walk cycle using the Duik "Walk Cycle" procedural tool (and how to adjust it manually).

## Topic C: Final Polish & Export

- **Anticipation & Follow Through:** Adding weight to the movement.
- **Exporting:** Rendering the animation with an Alpha Channel (ProRes 4444) or H.264.

## The Project Sprint

**Dedicated Studio Time:** Students rig and animate their selected character.

**[Live Event] The "Air Check":** Instructor reviews student rigs to check for "breaking" joints or bad hierarchy.



## Mentorship & Portfolio Polish

Following the two weeks of core instruction, students enter a dedicated 1-month free mentorship program delivered online via Discord. This phase shifts the focus from learning new tools to applying them at an industry standard.

- **Project Polish & Portfolio Building:** Finish or redo your 2 required projects. High-quality submissions ensure better scores and a stronger portfolio.
- **Weekly 1-on-1 Sessions:** Each student is assigned a dedicated mentor for a personalised 30 to 60-minute guidance session every week.
- **Screen Sharing & Open File Reviews:** Present open project files via live screen sharing for direct mentor critiques and feedback.
- **Live Debugging:** Join a dedicated livestream where instructors actively troubleshoot settings and resolve your project errors in real-time.
- **Final Premiere:** Submit your fully rendered images or video for the Virtual Viewing Party to watch and critique final reels with the class.
- **Certification & Next Steps:** Complete the course evaluation and submit all final polished projects to finalise grading and unlock your Certificate of Completion.





## HOW TO GET STARTED

1. Visit our website: [orangevfx.com/training](http://orangevfx.com/training)
2. Book your free consultation
3. Register with your active email
4. Receive welcome package and orientation details
5. Begin your creative journey

## Get In Touch



[www.orangevfx.com/training](http://www.orangevfx.com/training)



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