
DAPOET, Doemeh Arsun

Department of Fine and Applied Arts
Faculty of Environmental Sciences
University of Jos
Jos - Nigeria.
E-Mail: deeddydapoet@gmail.com

ABSTRACT
This report is on a short story for 2D animation about a “YARO BOY” whose name is Sadiq, an Almajiri from the Northern part of Nigeria. The purpose of creating this storyline is to create a new avenue in tackling the increased cases of Almajiri children in northern Nigerian streets and how education plays a key role in the all-round development of an individual as it affects the society. This report covers the effect of denying children education and the risks children could be faced with while roaming about begging on the streets. The animator uses black and white 2D animation to create the storyline and scenes in the development of the project. In conclusion, the report intends to show how negligence cost Sadiq the “YARO BOY” his life and establishes the production line in 2D animation processes.

Keywords: Black and White, 2D, Animation, Animator, Education

INTRODUCTION
The Project is titled “YARO BOY”. This project is a short story about Sadiq who is an Almajiri (An Almajiri is a child who attends an Almajiri School mainly concerned with teaching Islamic Studies). The Almajiris are either orphans or from a poor background where most of their parents are illiterates all from their negligence to education. The Almajiri system believes that western education is forbidden or a taboo, so the children were either in the Almajiri schools or sent to beg for alms on streets and parks across the country and other African nations where such is practised. The money they get from begging and doing other menial jobs are retrieved by the Yaro Boy’s Father to take care of the family as the household is dependent on how much the Almajiri can bring back home. Because the Almajiri grows up in poverty and illiteracy, they device dubious activities and engage in all kinds of criminal vices to make ends meet. They are desperate to make money so they go as far as selling and using drugs, they become very aggressive and destructive to the society, they are hired as thugs in political events and during religious and democratic crisis to destroy lives and property.

The story will be animated in black and white and exported in MPEG and AVI formats. The short story is meant to entertain and at the same time educate the viewer on how negligence to education by an individual in a society can become a threat to the society. The story centres on the character “Sadiq”, whose religious negligence to western education transformed him from a beggar, drug dealer, abuser, into a terrorist who was engaged in the destruction of lives and property and above all costing him his life. This 2D black and white animation was carried out using paper and black ink to draw the black and white images used in the scenes of the animation. The animator uses Toon Boom to trace out the scanned images, the animator uses Photoshop to arrange the scene in the time line, the sequence is then exported from image sequence in Photoshop to create layers for the scene to be animated within three minutes. The animator chooses to use Tragedy for the storyline.

Problem Statement
Based on real life experience by the observer in choosing the storyline, this Project is aimed at developing a short story about the typical life of an Almajiri child and the need to encourage children
to stay off the streets by going to school so that they can be sure to have a better future and to be responsible individuals in the society. This short story is also aimed at promoting the moral values of individuals in a society.

**Objectives**

The objectives of this project are:

i. To create a sense of awareness using black and white 2d animation.

ii. To motivate children to embrace education and knowledge as a key to success.

iii. To encourage good manners in children while watching 2d animations.

**Scope**

The project tries to focus on the effects of replacing western education with *Almajiri* education on children who have rights to Education. The animation is presented on CD, which should run on CD-ROM and the animation is in MPEG, AVI format. The story line is based on a male character named Sadiq also known as “YARO BOY” popular with *Almajiri* children in Zaria, Kaduna State, Nigeria. Sadiq is a Yaro Boy, an Almajiri or a child beggar, who was denied western education in favour of *Almajiri* education which is run by a *Mallam* (Teacher), who teaches them to read and write in Islamic calligraphy. Typical, the *Almajiris* are shared and sent out by their *Mallam* or Fathers to beg on the streets. After a day’s begging, the *Almajiri* takes the money realized to his father for the upkeep of the family. In the case where his father is poor and illiterate without a job, while he is on the other hand, accountable to his *Mallam* if he is an orphan. This kind of lifestyle exposes the children to all sorts of social vices, who grow to be hired thugs and terrorists. The animator also used fruity loops studio 11 music sequencing software to create a soundtrack for the animation as opposed to several softwares in creating 2D animation.

**Project Significanc**

The significance of this short black and white 2D animation is intended to give an avenue for students to create their own short stories and 2D animation using black and white that can deliver information and communicate ideas to viewers with ease to understanding. This short animation aims at addressing the importance of education to an individual and also consequences of its negligence to basic education by individual or group of individuals presented in visual form. This is an animation that is done in black and white about the importance of education and the effects of illiteracy on individuals.

**LITERATURE REVIEW**

This section deals with how the animator intends to search, collect, analyse and draw conclusions on literature reviewed that is relevant to the storyline. It is important, therefore, to review the literature as it helps the researcher to be on track in trying out various ideas and concepts intended to be used in the production process. The literature used in the project includes; books, journals, surfing the internet, black and white gangster films to study how images are produced and represented in production in relation to the storyline.

**Definition of Animation and 2D Animation**

Sundberg (1998), “Animation is defined as including all moving images whether on TV, Cinema or video clips incorporated into computer applications-involves subtle changes in a sequence of stationary images presented in time, the fourth dimension, giving the illusion of connected movement”. These images can be hand-drawn, using drawing tablets or computer software. 2D animation on the other hand creates artificial moving images in the art of creating animated cartoons.

**Black and White Animation**

Soyuzmultfilm (1971). In the animation, Animated Soviet Propaganda-Fascist Barbarian, the pioneers’ violin shows a Nazy soldier who forces a young soviet boy scout to play a Viennese folk song called *oh du lieber Augustine* on his violin. Instead, he defiantly decides to play the (then) Soviet national anthem. The boy is shot by the Nazy, Fyodor Khitruk. This animation was also executed in black and white and the artist uses light and shade to define his characters.

Mezrabpmfilm,(1933). “Eighty-nine years after the Bolshevik October Revolution (and 16 years after its collapse), a film by Jove is releasing a 4-DVD set called Animated Soviet Propaganda. The set is based 4 dozen rarely seen shorts produced by Soviet government agency Soyuzdetmultfilm, from 1942 to 1984. Films by Jove acquired the rights to these shorts in 1992 and has since then
digitally restored approximately 50 hours of film. Since these animated movies were intended to win the hearts and minds of the Russian people, all of them have a strong anti-American, anti-German, anti-British, anti-Japanese, anti-Imperialists, anti-capitalist, and Pro-Communist. Many of them also feature anti-Semetics and other roast images. There is approximately two hours of documentary and six hours of animated films”. This shows that black and white 2D animation can be used to address social, religious and security issues of society.

**IMAGE SEQUENCES**

Plate I: shows Sadiq “Yaro” boy before going to school.

Plate II: shows Sadiq “Yaro Boy” at his western school
Plate III: shows Sadiq “Yaro Boy” begging after school

Plate IV: shows Sadiq “Yaro Boy” fetching water after school.

Plate V: shows Sadiq “Yaro Boy” eating while begging on the streets
Plate VI: shows Sadiq “Yaro Boy” with his fellow Almajiri when he was introduced to selling and using drugs.

Plate VII: shows Sadiq “Yaro Boy” selling drugs to a user.

Plate VIII: shows the destruction of property Sadiq “Yaro Boy” was involved in an accident.
Plate IX: shows people crying after the crisis as their properties were destroyed.

Plate X: shows security personnel sent to bring calm in the affected community.

Plate XI: shows the arrests made for Sadiq and his fellow culprits.
Plate XII: shows a transition of when he was arrested and hung to death signifying the end of the short animated story.

CONCLUSION
In conclusion, education is very important to the all-round development of an individual. Basic foundation in education should be taken seriously and given to children as it is their right to enjoy quality education instead of sending them out to beg on the streets endangering their lives and the people around them, because an educated child will think of how to better his society than actually harm it. Furthermore, using 2D animation for teaching key societal issues will go a long way to correcting some ills in our society thereby making life more meaningful to people opposed to western education.

REFERENCES