

Course Title: Introduction to Animation

Department: Visual Arts

Course #: 7906

Grade Level/s: 9-12

Length of Course: Semester

Prerequisite/s: Instructor Approval

UC/CSU (A-G) Req: None

Brief Course Description: This course meets District graduation requirements for visual/performing arts or elective credit. This course prepares students to use artistic and technological foundations to create animated presentations for industry and entertainment. Students will develop basic drawing and design skills, learn the fundamentals and physics of movement, the concept of communication for a given audience and techniques of self-expression through a variety of animated formats. Students will explore animation careers and requisite skills required by animators in the entertainment and business world.

I. GOALS

The students will:

- A. Demonstrate the ability to reorganize and integrate visual art elements across digital media and design applications
CTE Anchor Standards- A1.0
- B. View and respond to a variety of industry-related artistic products integrating industry appropriate vocabulary
CTE Anchor Standards- A1.1
- C. Identify and use the principles of design to discuss, analyze and create projects and products across multiple industry applications
CTE Anchor Standards- A1.2
- D. Select industry-specific works and analyze the intent of the work and the appropriate use of media
CTE Anchor Standards-A1.4
- E. Research and analyze the work of an artist or designer and how the artist's distinctive style contributes to their industry production
CTE Anchor Standards-A1.5

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- F. Compare and analyze art work done using electronic media with those done with materials traditionally used in the visual arts
CTE Anchor Standards-A1.6
- G. Analyze and discuss complex ideas, such as distortion, color theory, arbitrary color, scale, expressive content and real versus virtual in works of art
CTE Anchor Standards-A1.7
- H. Compare how distortion is used in a variety of media to modify the message being Communicated
CTE Anchor Standards- A1.8
- I. Analyze the material used by a given artist and describe how its use influences the meaning of the work
CTE Anchor Standards- A1.9
- J. Apply artistic skills and processes to solve a variety of industry-relevant problems in a variety of traditional and electronic media
CTE Anchor Standards- A2.0
- K. Demonstrate skill in the manipulation of digital imagery (either still or video) in an industry-relevant application
CTE Anchor Standards- A2.1
- L. Demonstrate personal style and advanced proficiency in communicating an idea, theme, or emotion in an industry-relevant artistic product
CTE Anchor Standards- A2.2
- M. Apply refined observation and drawing skills to solve an industry-relevant problem
CTE Anchor Standards- A2.3
- N. Use visual metaphors in creating an artistic product
CTE Anchor Standards- A2.4
- O. Compile a portfolio of multiple original two- and three-dimensional works of art that reflect technical skills in an industry-relevant application
CTE Anchor Standards- A2.5
- P. Create an artistic product that involves the effective use of the elements of art and the principles of design
CTE Anchor Standards- A2.6
- Q. Create original works of art of increasing complexity and skill in a variety of media that reflect their feelings and points of view
CTE Anchor Standards- A2.7
- R. Plan and create artistic products that reflect complex ideas, such as distortion, color theory, arbitrary color, scale, expressive content and real versus virtual

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CTE Anchor Standards- A2.8

- S. Create a multimedia work of art that demonstrates knowledge of media and technology skills
CTE Anchor Standards- A2.9
- T. Create an artistic product for a specific industry and modify that product to accommodate a different aesthetic perspective
CTE Anchor Standards- A4.6
- U. Compare and contrast the ways in which different artistic media (television, newspapers, magazines, and electronic media) cover the same commercial content
CTE Anchor Standards- A5.1
- V. Explore the role of art and design across various industry sectors and content areas
CTE Anchor Standards- A5.2
- W. Deconstruct works of art, identifying psychological content found in the symbols and images and their relationship to industry and society
CTE Anchor Standards- A5.3
- X. Predict how changes in technology might change the role and function of the visual arts in the workplace
CTE Anchor Standards- A5.4
- Y. Create a commercial artistic product that communicates a cross-cultural or universal theme
CTE Anchor Standards- A5.5
- Z. Prepare portfolios of original art created for a variety of purposes and commercial applications
CTE Anchor Standards- A5.6
- AA. Synthesize traditional artwork and new technologies to design an artistic product to be used by a specific industry
CTE Anchor Standards- A5.7

California Academic Content Standards

ELA.9-10.W.RT.1.3 Use clear research questions and suitable research methods (e.g., library, electronic media, personal interview) to elicit and present evidence from primary and secondary sources.

ELA.9-10.LS.2.5c Deliver persuasive arguments that clarify and defend positions with precise and relevant evidence, including facts, expert opinions, quotations, expressions of commonly accepted beliefs, and logical reasoning.

ELA.9-10.LS.2.2d Deliver expository presentations that include visual aids by employing appropriate technology to organize and display information on charts, maps, and graphs

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ELA.9-10.R.CAGT.2.6 Demonstrate use of sophisticated learning tools by following technical directions (e.g., those found with graphic calculators and specialized software programs and in access guides to World Wide Web sites on the Internet).

ELA.8.W.2.1c Write biographies, autobiographies, short stories, or narratives that employ narrative and descriptive strategies (e.g., relevant dialogue, specific action, physical description, background description, comparison or contrast of characters).

ELA.8.R.VCD.1.3 Use word meanings within the appropriate context and show ability to verify those meanings by definition, restatement, example, comparison, or contrast.

ELA.8.R.NAGT.3.2 Evaluate the structural elements of the plot (e.g., subplots, parallel episodes, climax), the plot's development, and the way in which conflicts are (or are not) addressed and resolved.

ELA.11-12.LS.C.1.3 Interpret and evaluate the various ways in which events are presented and information is communicated by visual image-makers (e.g., graphic artists, documentary filmmakers, illustrators, news photographers).

ELA.11-12.LS.C.1.1 Recognize strategies used by the media to inform, persuade, entertain, and transmit culture (e.g., advertisements; perpetuation of stereotypes; use of visual representations, special effects, language).

ELA.11-12.LS.2.4c Deliver multimedia presentations that use the selected media skillfully, editing appropriately and monitoring for quality.

ELA.11-12.LS.2.4d Deliver multimedia presentations that test the audience's response and revise the presentation accordingly.

ELA.11-12.W.2.5a Write job applications and résumés that provide clear and purposeful information and address the intended audience appropriately.

M.7.MG.1.3 Use measures expressed as rates (e.g., speed, density) and measures expressed as products (e.g., person-days) to solve problems; check the units of the solutions; and use dimensional analysis to check the reasonableness of the answer.

M.7.NS.1.3 Convert fractions to decimals and percents and use these representations in estimations, computations, and applications.

VA.9-12 (proficient).AP.AAEPD.1.4 Analyze and describe how the composition of an artwork is affected by the use of a particular principle of design.

VA.9-12 (proficient).AP.DPSVAV.1.1 Identify and use the principles of design to discuss, analyze, and write about visual aspects in the environment and in works of art, including their own.

VA.9-12 (proficient).AP.DPSVAV.1.2 Describe the principles of design as used in works of art, focusing on dominance and subordination.

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VA.9-12 (proficient).CE.SPMT.2.3 Develop and refine skill in the manipulation of digital imagery (either still or video).

VA.9-12 (proficient).CE.SPMT.2.1 Solve a visual arts problem that involves the effective use of the elements of art and principles of design.

VA.9-12 (proficient).HCC.RDVA.3.2 Identify and describe the role and influence of new technologies on contemporary artwork.

VA.9-12 (advanced).AP.AAEPD.1.6 Describe the use of the elements of art to express mood in one or more of their works of art.

VA.9-12 (advanced).AP.DPSVAV.1.1 Analyze and discuss complex ideas, such as distortion, color theory, arbitrary color, scale, expressive content, and real versus virtual in works of art.

M.9-12 (proficient).CRA.CA.5.2 Analyze the role and function of music in radio, television, and advertising.

II. OUTLINE OF CONTENT FOR MAJOR AREAS OF STUDY

A. Introduction

1. Classroom structure
2. Examples of inspiration and motivation
3. Technology Awareness combined with artistic skills

B. Art Sample Career Path Awareness

1. Art Career Path Identification
2. Career Path Awareness

C. Animation Process

1. Animation Art and Fundamentals
2. Animation Execution
 - a. Concept Design
 - b. Character Development
 - c. Inking and painting
 - d. Motion and Story Line
 - e. Animated Sequence
 - f. Refinement of animation

D. Professional Animation Portfolio Presentation

1. Sample Portfolio Development
 - a. Portfolio client engagement
2. Presentation Production
3. Presentation Soft Skills

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III. ACCOUNTABILITY DETERMINANTS

- A. Key Assignments
 - 1. Art review
 - 2. Concept and character development
 - 3. Creative business plan assignment
 - 4. Portfolio
 - 5. Student reports

- B. Assessment Methods
 - 1. Skill mastery and quality of work
 - 2. Performance tasks
 - 3. Projects
 - 4. Presentations
 - 5. Portfolio
 - 6. Gallery walks
 - 7. Semester final exam

IV. INSTRUCTIONAL MATERIALS AND METHODOLOGIES

- A. Required Textbook(s)
None

- B. Instructional Methodologies
 - 1. Teacher lectures/direct instruction
 - 2. Student guided discussions and presentations
 - 3. Student demonstrations
 - 4. Guided inquiry
 - 5. Collaborative peer review
 - 6. Student Research and Career Exploration and opportunities