Course Title: Animation II
Department: Visual Art

Primary Course Materials:

HARDWARE:
27-inch iMac Computers (29 student stations/1 teacher station)
8 Gig RAM / 1 Terabyte Hard Drive

DATA STORAGE & FILE BACK-UP
16 Terabyte Data Storage Server

SOFTWARE:
Apple Remote Desktop
Adobe Animate CC
Adobe Premiere CC
Autodesk Maya 2015

PRINTING:
HP 4700 Color LaserJet Printer
Epson Stylus Pro 7600

TEACHER RESOURCE BOOKS:
Course Description:

In this course students will have the opportunity to create computer (2D/3D), traditional, and stop motion animations. They can try all four methods or focus only on the one(s) that interest them most, this class is a chance for students to learn about what interests them most in animation. Students will complete two projects of their choice per term.

Essential Questions:
1. What are you most passionate about when it comes to animation?
2. How can you best manage your time when creating an animation on a deadline?
3. Why is it important to conduct research when creating an animation?

Course Objectives:
By the end of this course students will have learned:
- More advanced animation timing
- How to choose an animation method
- The importance of learning about different animation techniques
- How to manage their time

Common Goals:

Thinking and Communicating
1) Read information critically to develop understanding of concepts, topics and issues.
2) Write clearly, factually, persuasively and creatively in Standard English.
3) Speak clearly, factually, persuasively and creatively in Standard English.
4) Use computers and other technologies to obtain, organize and communicate information and to solve problems.

Gain and Apply Knowledge in and across the Disciplines
1) Gain and Apply Knowledge in:
   c. Science and Technology
   d. Social Studies, History and Geography
   e. Visual and Performing Arts

Learning Standards from the Massachusetts Curriculum Framework:

PreK–12 STANDARD 1: Media, Materials, and Techniques. Students will demonstrate knowledge of the media, materials, and techniques unique to the visual arts.
PreK–12 STANDARD 2: Elements and Principles of Design. Students will demonstrate knowledge of the elements and principles of design.
PreK–12 STANDARD 3: Observation, Abstraction, Invention, and Expression. Students will demonstrate their powers of observation, abstraction, invention, and expression in a variety of media, materials, and techniques.
PreK–12 STANDARD 4: Drafting, Revising, and Exhibiting. Students will demonstrate knowledge of the processes of creating and exhibiting artwork: drafts, critique, self assessment, refinement, and exhibit preparation.
PreK–12 STANDARD 5: Critical Response. Students will describe and analyze their own work and the work of others using appropriate visual arts vocabulary. When appropriate, students will connect their analysis to interpretation and evaluation.
PreK–12 STANDARD 7: Students will describe the roles of artists, patrons, cultural organizations, and arts institutions in societies of the past and present.
PreK–12 STANDARD 8: Concepts of Style, Stylistic Influence, and Stylistic Change. Students will demonstrate their understanding of styles, stylistic influence, and stylistic change by identifying when and where art works were created, and by analyzing characteristic features of art works from various historical periods, cultures, and genres.
PreK–12 STANDARD 9: Inventions, Technologies, and the Arts. Students will describe and analyze how performing and visual artists use and have used materials, inventions, and technologies in their work.

**Content Outline (Student picks two per term):**

**2D Digital (Adobe Animate)**
- a. Movement Cycles
- b. Mouth Movements
- c. Animated Text/Titles
- d. 20 Second Story

**3D Digital (Autodesk Maya)**
- a. Modeling
- b. Rigging
- c. Fluids
- d. 10 Second Story

**2D Traditional (Pencil)**
- a. Movement Cycles
- b. Mouth Movements
- c. Animated Text/Titles
- d. 20 Second Story

**3D Stop Motion (Clay, paper, or objects)**
- a. Movement Cycles
- b. Mouth Movements
- c. Animated Text/Titles
- d. 20 Second Story