

FOLSOM CORDOVA UNIFIED SCHOOL DISTRICT

ROP Animation

Date: January 2011

Subject Area: Visual and Performing Arts

Proposed Grade Level(s): 10th - 12th

Course Length: One Year

Grading: A-F

Number of Credits: 5 per Semester

Prerequisites: Previous Animation course or instructor consent.

COURSE DESCRIPTION:

This advanced level course is designed for students to further explore techniques and refine skills acquired in Animation 1 and 2. Students will learn progressive techniques in storytelling, character development and movement, timing, and film language. In addition to exploring the more advanced software features in Adobe Flash, such as interactivity, students will create animations in other industry standard applications used in special effects and 3-D modeling. They will identify and research animation industry trends and market needs in the commercial and entertainment sectors. Students will also examine and compare the business practices and production processes in both large animation studios such as Disney and Warner Brothers as well as smaller, independent studios. Students will continue to prepare a professional portfolio that will include a varied selection of their best work.

GENERAL GOALS/PURPOSES:

- Students will read about, write about, talk about, and reflect upon digital and traditional animation art in order to gain fluency, skills and a deeper understanding of the history and future of animation technology.
- Students will work collaboratively to create artistically, learning the importance of teamwork and collaboration.
- Students will analyze the roles, functions and development of art and animation through time and its connections to technology today and in the future.
- Students will develop creative skills in problem solving, communication and time management.
- Students will learn about career and post-secondary learning possibilities related to animation.
- Students will study the history of animation and compare and contrast styles and methods.
- Students will analyze the role and development of the animation in different cultures.
- Students will learn both the traditional and current techniques used to create animation.
- Students will learn applications of Adobe Illustrator, Photoshop, and AfterEffects.
- Students will become fluent in Macromedia Flash including advanced interactivity features.
- Students will become familiar with additional 3-D modeling applications that encourage creativity such as Poser and Bryce.
- Students will approach technology and computer software as a means of artistic expression.
- Students will learn the vocabulary of new media art and design and how to apply design principles and elements of art to their projects.
- Students will focus on animation fundamentals and the principles of animation in order to create successful, professional projects for their portfolio.
- Students will learn about copyright law and the ethics of digital imagery.
- Students will create portfolios and participate in classroom critiques.

STUDENT READING COMPONENT:

- Students will be assigned readings from a variety of sources including magazines, textbook, and internet articles. Students will be required to follow written instructions on projects.

STUDENT WRITING COMPONENT:

- Students will describe, analyze, critique and write about the animation and the characteristics of professional and student work in essays and a research paper (description, observation, and analysis, persuasive).
- Students will reflect on the creative process and problem solving techniques used in both traditional and experimental animation (reflective). Students will compare and contrast, as well as analyze the methods of artist's and the influence of technology on animation (informative).
- Students will keep an ongoing journal/sketchbook of ideas and drawings, views and project possibilities.

STUDENT ORAL COMPONENT:

- Students will present oral reports and participate in class/small group discussions about their own work and the work of others.
- Students will present their projects to the class with an explanation of the process and an evaluation of the end result.
- Students will orally respond to artwork and discuss their evaluation of the artist's intent using vocabulary and terms appropriate to art and animation.

DETAILED UNITS OF INSTRUCTION

Unit 1: Animation Retrospective

- Review development of animation and impact of technology in the medium.
- Analyze and compare the growth of traditional and experimental animators.
- Students will reassess and improve upon a prior animated work based on peer input.

Unit 2: Stop-Motion Animation Team Project

- Student will create a 60 second film using clay, cut-outs, or objects of their choice.
- Student will create an original script and storyboard demonstrating their understanding of the "Elements and Principles of Design" with the intent of sharing with other visual arts classes.
- Students will combine drawn animation, live video, dialogue, sound and visual effects using Adobe AfterEffects and Premiere software.

Unit 3: Advanced Story and Character Development using Flash Animation

- In-depth Character Profile and Professional Model Sheet.
- Digital Library of detailed facial expressions, sounds, and Movements unique to character.
- Student will work in teams using professional production procedures to create an original "Character Adventure Animation" incorporating their knowledge of the elements and principles of design in each frame layout.
- Apply 12 Animation Principles.

Unit 4: 3D Modeling Animation Project

- Modeling in 3D space, Lighting Types and Properties, Texture Mapping, Motion Graph
- 3D Modeling Application Tutorials.
- Student will design a 30-60 second Instructional/Informational animation incorporating 3D models.

Unit 5: Interactive Research Presentation

- Compare and contrast animation industry sectors and major players in each.
- Identify market trends and possible future needs.
- Interactive Design Application Tutorials.
- Students will incorporate interactivity and motion graphics into research presentation.

Unit 6: Portfolio Completion and Presentation

SUBJECT AREA CONTENT STANDARDS TO BE ADDRESSED:

Artistic Perception

1. To introduce students to the elements and principles of art as they apply to animation.
2. To build on student's experiences in using the elements and principles to create personal, technically proficient works.
3. To introduce students to the vocabulary and selected aspects of art and design through a variety of animation assignments.

Creative Expression

1. To solve problems by creatively applying the elements and principles of design to their animated work.
2. To provide instruction and practice in the safe and effective use of art methods and techniques.
3. To develop students' responsibility for organizing their own work, as well as maintaining shared tools, material and equipment in the classroom workspace.

Historical and Cultural Context

1. To familiarize students with significant historical developments of computerized art and animation through a variety of projects.
2. To familiarize students with the work of important twentieth century animators.

Aesthetic Valuing

1. To give students the vocabulary to evaluate and reflect on their works and those of their peers in writing or presentation.
2. To provide on-going opportunities for and instruction in analyzing and evaluating animation according to aesthetic theories and conventions of art criticism.

Connections, Relations, and Applications

1. To continue the exploration and development of visual ideas in a series of outside-of-class sketchbook assignments.
2. To explore various career fields in the area of art and technology through research projects, studio exercises, and presentations.
3. In written reflection and discussion, students will speculate on the nature and function of animation due to changing technology and culture.

THIS COURSE WILL PREPARE STUDENTS FOR THE CAHSEE AND/OR CSTS:

Writing, Reading, Language Arts, Social Science and Science

LAB FEE IF REQUIRED: None

DISTRICT ESLRs TO BE ADDRESSED:

Students will be:

Self-Directed Learners: able to apply their knowledge of history, culture, and design to solve open-ended projects. Students will be able to revise and reflect on their ideas and solutions and explore career options related to animation.

Effective Communicators: able to successfully communicate ideas and emotions through an understanding of the visual elements of design. Students will utilize their knowledge of the development of animation, as well as visual communication methods to discuss design solutions and critique student work. Students will present portfolios and develop presentations.

Quality Producers/Performers: able to demonstrate the creative ability and technical skills to produce quality animated artworks.

Constructive Thinkers: using acquired technical skills to creatively solve design problems and reflect upon the characteristics and merits of their work and the work of others. Students will use their knowledge to analyze other design solutions using the strategies of art criticism. Students will gather and evaluate information from written and Internet resources on famous animators and important events in the history of animation.

Collaborative Workers: able to work together to create solutions for group projects. Students will participate in group critiques of student projects. Students will participate in class discussions on aesthetics.

Responsible Citizens: who maintain classroom equipment and materials. Students will be responsible for supporting peers and commenting appropriately on their work.