

528 ANIMATION & GRAPHIC DESIGN I

COURSE DESCRIPTION

This class is designed to give you an introduction to learning how to put art in motion. Throughout the course we'll explore the evolution of animation from flipbooks to computer generated animation. Combining techniques that are both traditional and cutting edge, the class will look at creating frame-by-frame animations that result from the study of movement, storytelling, and lighting. We will also begin to look at Photoshop and Wacom tablets as a method for combining images and/or words to create visual representations of ideas.

ACADEMIC PLANNING

This course satisfies .5 elective credit required for graduation.

PREREQUISITE: NONE

FREQUENCY: SEMESTER/DAILY

STANDARDS

[ITSE Standards](#)

- 1.1.a Students articulate and set personal learning goals, develop strategies leveraging technology to achieve them and reflect on the learning process itself to improve learning outcomes.
- 1.1.b Students build networks and customize their learning environments in ways that support the learning process.
- 1.1.c Students use technology to seek feedback that informs and improves their practice and to demonstrate their learning in a variety of ways.
- 1.1.d Students understand the fundamental concepts of technology operations, demonstrate the ability to choose, use and troubleshoot current technologies and are able to transfer their knowledge to explore emerging technologies.

[Media Literacy & The Common Core Standards](#)

[National Arts Standards](#)

UNITS

- The 12 Principles of Animation
- Types & Purposes of Animation in Storytelling, Marketing, & Graphics
- Software Options for Creating Animations
- Using Cameras & Lighting
- The Importance of Sound Design in Helping Stories Come to Life

OBJECTIVES

- Students will create flipbooks to understand how small changes create the illusion of motion.
- Students will gather audio to learn how the power of sound can make a story come to life.
- Students will assess, analyze, evaluate, and create animation for different purposes.
- Students will learn the 12 Principles of Animation and apply them to their own projects.

KEY RESOURCES

- Adobe Creative Suite
- Masterclass.com
- LinkedInlearning.com
- Autodesk Maya

ASSESSMENTS & GRADING

[Soft Skills Rubric](#)

[Project Rubric](#)

ATTENDANCE POLICY

Twin Valley School District's attendance policy can be found in the [TVHS Student Handbook](#).

ELECTRONIC DEVICE POLICY

Twin Valley School District's Electronic Device Policy can be found in [School Board Policy 237](#). Additional information can be found in the [TVHS Student Handbook](#).

ACCOMMODATIONS STATEMENT

The Twin Valley School District has a longstanding commitment to the inclusion of students requiring specially-designed instruction within the general education environment to the extent appropriate for the individual child. Twin Valley School District implements a co-teaching model at levels in which general and special education teachers plan and provide instruction within a general education class so that instruction is differentiated to meet the educational needs of all students. These co-taught classes increase learning opportunities and success within the least restrictive environment.

ACADEMIC POLICIES & PROCEDURES

Twin Valley School District values academic integrity. The following information regarding cheating/plagiarism can be found in the [TVHS Student Handbook](#): "Students involved in cheating, plagiarism, and/or unauthorized copying of schoolwork or other educational material will receive no credit for the particular test or assignment, or other actions at the discretion of the teacher. More severe or involved offenses may result in disciplinary actions by the school administration." Additional High School Academic information can be found on their [Program of Studies Website](#).