



Animation

Grand Haven High School



Course Number: L60

Grade Level: 9th through 12th

Credits : 1/2 Credit

Prerequisite Courses : Student must have passed Art and Design or Introduction to Digital Art.

Course Description

This course introduces students to the role of animation within game design and development. Students will learn the animation principles and techniques necessary to create dynamic, responsive assets for video games. Utilizing software such as Clip Studio Paint, Moho, and Godot, students will bridge the gap between traditional animation principles and digital game implementation. Foundational skills include character and asset design, rigging, movement cycles, and engine integration. Students will develop a portfolio that demonstrates their ability to create engaging, playable game art, moving from tabletop prototypes to functional digital platformers.

Course Objectives

- To foster creative thought and expression through game art and animation
- To apply principles of animation to game character and asset creation
- To develop proficiency in industry-standard software (Clip Studio Paint, Moho, Godot)
- To understand the relationship between art, design, and game mechanics
- To evaluate and iterate on design through playtesting and critique
- To create a functional digital portfolio of game projects

Student Expectations

1. **CLASS TIME:** Students are responsible for using class time for on-task assigned activities only and for the proper use and cleaning up of their work areas, tools and equipment.
2. **ASSIGNMENT COMPLETION:** Students are responsible for the completion of all assignments prior to assessment.

Building Behavioral Expectations

TEAM GH ... One Team, One Family, One Grand Haven. Be Kind. Always.

It is our expectation that ALL GHHS students, staff and parents will ... always give their best **EFFORT** in everything that they do, work hard to be **INCLUSIVE** of each other, show **RESPONSIBILITY** in class, the hallways, cafeteria and at events, and **WORK TOGETHER** at all times!

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3. ASSESSMENTS (TESTS, QUIZZES, FINAL EXAM): This is a project based class and all assessments will be in the form of a project. All pieces of portfolio work will require a self-evaluation and must be turned in on time (points will be deducted if the project is turned in without an accompanying digital grade sheet). Incomplete, unsigned work will not be accepted. Late work will receive a lower grade unless prior arrangements are made with the instructor. Late work beyond one week will receive a 20% reduction per school day.

Every student is expected to participate daily in class. This includes studio work, critiques and class discussion/note taking. Students are expected to follow the rules of the studio, including etiquette and clean up. Participation, on-task use of class time and project progression will be assessed with studio grades as a part of each project. Students are responsible for the proper use/care of assigned supplies/equipment.

The final exam is a combination of a project(70%) and the overall portfolio(30%) grade.

Communication

Email is the most efficient method for us to communicate. E-mail addresses and any other personal information will remain confidential (please submit the Parent Survey in Google Classroom to indicate that you have read the syllabus and to provide me with your contact information).

Contact information for the instructor for this course is:

moorem@ghaps.org
Mitch Moore (616-850-6111)

Grading Policy

CLASS REQUIREMENTS:

1. PORTFOLIO: (75%) A portfolio is a collection of art products created during class. These works will receive grades consisting of but not limited to:

Content: Your ideas, planning and originality

All Portfolio work will require a Resource File to be turned in by the due date:

Points will be deducted if this is not done prior to starting the assignment

Process: Did you understand and follow directions? Did you contribute to the critique and show your work?

Craft: How well the technical aspects contribute to the final project.

Portfolio Documentation: A digital compilation of work will be turned in along with the self-assessment (digital grade sheet through Google Classrooms)

Effort: Consistent daily progress without needing reminders to stay on task.

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2. STUDIO WORK ASSIGNMENTS: (25%) Short term assignments, research, note taking, quizzes and critiques completed in and outside of class. Sketches and/or preliminary exercises will be required before the completion of each assignment.

FINAL EXAM: The final exam in this class will be a final project that is a summation of students learning from the semester and a portfolio section.

SEMESTER GRADE: The semester grade will be an average of the term grade (40%) and the final exam (60%).

REMEMBER, YOU ARE ENCOURAGED TO WORK AT YOUR OWN PACE BUT WILL BE REQUIRED TO COMPLETE ALL PROJECTS THAT ARE ASSIGNED.

Scope and Sequence

1. Unit 1 — Tabletop Game Foundations: Game Exploration, Paper Prototype Draft, Final Prototype
2. Unit 2 — Game Art Foundations: Character & Asset Design, Tiles, UI, and Simple Animation
3. Unit 3 — Level Design: Concepts, Paper Layouts, Tile-Based Planning
4. Unit 4 — Godot Foundations: Movement & Animation Integration, Hazards, Collectibles, Polish
5. Unit 5 — Platformer Project: Pillars & Feature Planning, Implementation/Build

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