



Animation

Grand Haven High School



Course Number: L60

Grade Level: 9th through 12th

Credits : 1/2 Credit

Prerequisite Courses : Student must have passed Introduction to Digital (preferred) or Introduction to Studio

Course Description

This course introduces students to both traditional and digital animation. Digital animation is taught with a video game workflow focus. Students learn about how to use the 12 principles of animation to create dynamic sequences. Both Illustrator and Photoshop will be used to create assets for students animating figures, objects and backgrounds. Adobe Animate is the primary software used for animating 2D objects in this course. Foundational skills that are taught through this class are storyboarding, frame by frame animation, motion tweens, camera angles, transitions and audio recording. Students will learn about the history of animation and learn techniques by watching select animated clips from films that have contributed to the field.

Course Objectives

- To foster creative thought and expression through animation
- To use the elements of art and principles of design in original designs
- To become familiar with and use vocabulary specific to design
- To understand and appreciate the value of animation
- To become familiar with, as well as, to appreciate the historical aspects of animation
- To understand and appreciate the value of critique
- To heighten perceptual awareness
- To create believable movement
- To gain proficiency in Adobe Illustrator, Photoshop, and Animate
- To evaluate design
- To print and display work professionally

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.

Building Behavioral Expectations

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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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2. ASSIGNMENT COMPLETION: Students are responsible for the completion of all assignments prior to assessment.

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.

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.

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: (70%) A portfolio is a collection of art products created during class. These works will receive grades consisting of but not limited to:

1. **Creativity:** 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
2. **Level of Mastery:** Did you understand and follow directions?
3. **Technique/Craftsmanship:** How well is the work done?
4. **Portfolio Documentation:** A digital compilation of work will be turned in along with the self-assessment (digital grade sheet through Google Classrooms)

2. STUDIO WORK ASSIGNMENTS: (30%) Short term assignments, research, note taking, quizzes and critiques completed in and outside of class. Sketches and/or preliminary

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exercises will be required before the completion of each assignment. Students will also receive a daily grade worth 10 points toward the progress, process and work completed during class.

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 (80%) and the final exam (20%).

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. Basics of Animation and Flip Book
2. Storyboarding
3. Stop Motion
4. Exercises:
 - Digital Animation of Objects
 - a. Bouncing Ball
 - b. Waving Flag
 - c. Swimming Fish
 - d. Bouncing Ball with Movement
 - e. Pendulum Swing
 - f. Hammer & Nail
5. Rotoscoping Mini Project
6. Themed Project #1 focused on 1st set of exercises
7. Exercises:
 - Digital Character Animation
 - a. Character Design
 - b. Arm Throw
 - c. Walk Cycle
 - d. Lip Sync
8. Themed Project #2 focused on 2nd set of exercises
9. Themed Project #3 audio integration
10. Final Project

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