

# INTRODUCTION TO ANIMATION

## INDUSTRY SECTOR | Arts, Media and Entertainment

### PATHWAY | Visual and Media Arts

#### COURSE ESSENTIAL QUESTION:

Ever wondered how to bring drawings to life?

#### COURSE OVERVIEW:

This course is designed to prepare students for employment as an animator (2D/3D) in various industries where 2D/3D animation skills would be needed. This course includes instruction in important animation principles, basic drawing and storyboarding, enacting and movement, understanding of anatomy and proportion, characterization of non-animate objects, and visual simulation. Integrated throughout the course are Common Core State Standards and Career Technical Education Standards, which include safety, communication, technology, ethics, career planning and other employability skills.

#### INFORMATION:

- A. **Pre-requisite:** 16 years old or a 11th/12th grader
- B. **Abilities Required:** Basic math and reading comprehension
- C. **Dress Requirement and Grooming:** as required by Industry Standards
- D. **Students must master 70% of the certificate competencies to receive a certificate.**
- E. **Fee:** Free to High School.
- F. **Course Length:** 180.
- G. **Textbook:** Animator's Survival Kit
- H. **UC a-g Approved:** Yes
- I. **Industry Certification:** No
- J. **Sequencing to Include a Capstone:** Yes
- K. **Community College Articulation:** No
- L. **Common Core Alignment:** Yes
- M. **Community Classroom:** No
- N. **Career Technical Student Organization:** No
- O. **Work-Based Learning:** No

IDEA/THEME: UNIT 1. 12 PRINCIPLES OF ANIMATION, DESIGN FUNDAMENTALS AND TRAINING

ENGAGING TITLE:

ESSENTIAL QUESTION: *Enter Essential Question*

INSTRUCTIONAL HOURS: 30 Hours

### Common Core Unit Objective

This unit provides students with an overview of the 2D/3D artist and animator profession. Students will also learn the 12 Principles of Animation and basic design fundamentals through lecture notes and internet resources.

### Key Assignments

Common elements, Companies and their styles, Various traditional drawing practices, animation analysis.

### Anchor Standards

- 2.0 **Communications:** Acquire and accurately use Arts, Media, and Entertainment sector terminology and protocols at the career and college readiness level for communicating effectively in oral, written, and multimedia formats.
- 2.5 Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
- 5.0 **Problem Solving and Critical Thinking:** Conduct short as well as more sustained research to create alternative solutions answer a question or solve a problem unique to the Arts, Media, and Entertainment sector, using critical and creative thinking, logical reasoning, analysis, inquiry, and problem-solving techniques.
- 5.6 Read, interpret, and extract information from documents.

### Pathway Standards

- A1.0 Demonstrate ability to reorganize and integrate **visual art elements** across digital media and design applications.
- A1.2 Identify and use the principles of design to discuss, analyze, and create projects and products across multiple industry applications.
- A1.3 Describe the use of the elements of art to express mood in digital or traditional art work found in the commercial environment.



### Common Core Standards

- RIST 11-12.4. Determine the meaning of words and phrases as they are used in a text, including figurative, connotative, and technical meanings; analyze how an author uses and refines the meaning of a key term or terms over the course of text.

### RESOURCES:

#### Resources

*Resources*



IDEA/THEME: UNIT 2. DESIGN IMPLEMENTATION TO ANIMATION

ENGAGING TITLE:

ESSENTIAL QUESTION: *Enter Essential Question*

INSTRUCTIONAL HOURS: 30 Hours

**Common Core Unit Objective**

Using internet resources and lecture notes, students will apply design principles to create art assets that contributes to the overall animation look and style.

**Key Assignments**

- Walk-cycle diagram & animation, Power move animation, OTS traditional animation, Card Illustration, Classic Monsters, Sprite animation short, Coraline Boards, Character Reaction.

**Anchor Standards**

- 2.0 **Communications:** Acquire and accurately use Arts, Media, and Entertainment sector terminology and protocols at the career and college readiness level for communicating effectively in oral, written, and multimedia formats.
- 4.0 **Technology:** Use existing and emerging technology to investigate, research, and produce products and services, including new information, as required in the Arts, Media, and Entertainment sector workplace environment.

**Pathway Standards**

- A1.0 Demonstrate ability to reorganize and integrate **visual art elements** across digital media and design applications.
- A1.2 Identify and use the principles of design to discuss, analyze, and create projects and products across multiple industry applications.
- A1.3 Describe the use of the elements of art to express mood in digital or traditional art work found in the commercial environment.
- A1.4 Select industry-specific works and analyze the intent of the work and the appropriate use of media.
- A1.5 Research and analyze the work of an artist or designer and how the artist's distinctive style contributes to their industry production.



### Common Core Standards

- RIST 11-12.4. Determine the meaning of words and phrases as they are used in a text, including figurative, connotative, and technical meanings; analyze how an author uses and refines the meaning of a key term or terms over the course of text.

### RESOURCES:

#### Resources

*Resources*



IDEA/THEME: UNIT 3. *PRE-VISUAL DEVELOPMENT*

ENGAGING TITLE:

ESSENTIAL QUESTION: *Enter Essential Question*

INSTRUCTIONAL HOURS: 60 Hours

### Common Core Unit Objective

Students will apply their understanding of design implementation process to create pre-visuals that will guide the overall look of the animation and the animation visual direction.

### Key Assignments

References collection, Plot/Script, Idea sketching, Character Development/Model Sheet, Character Expressions, Environment Digital Painting, Prop/Weapon Design, Storyboarding, Sculpting, Character painting.

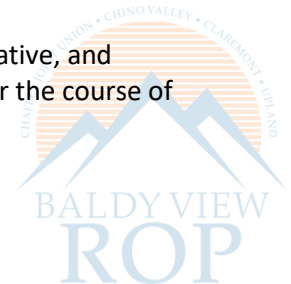
### Anchor Standards

### Pathway Standards

- A1.0 Demonstrate ability to reorganize and integrate **visual art elements** across digital media and design applications
- A2.0 Apply artistic skills and processes to solve a variety of industry-relevant problems in a variety of traditional and electronic media.
  - A2.2 Demonstrate personal style and advanced proficiency in communicating an idea, theme, or emotion in an industry-relevant artistic product.
  - A2.3 Apply refined observation and drawing skills to solve an industry-relevant problem.
  - A2.6 Create an artistic product that involves the effective use of the elements of art and the principles of design.

### Common Core Standards

- RIST 11-12.4. Determine the meaning of words and phrases as they are used in a text, including figurative, connotative, and technical meanings; analyze how an author uses and refines the meaning of a key term or terms over the course of text.



**RESOURCES:**

**Resources**

*Resources*



IDEA/THEME: UNIT 4. *CREATING ASSETS FOR ANIMATION*

ENGAGING TITLE:

ESSENTIAL QUESTION: *Enter Essential Question*

INSTRUCTIONAL HOURS: 40 Hours

### Common Core Unit Objective

Students will create art assets and animations that make up the animated short.

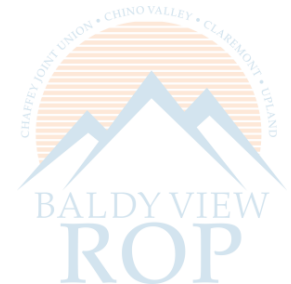
### Key Assignments

Animatics, 2D Animation Final

### Anchor Standards

### Pathway Standards

- A2.0 Apply artistic skills and processes to solve a variety of industry-relevant problems in a variety of traditional and electronic media.
- A2.2 Demonstrate personal style and advance proficiency in communicating an idea, theme, or emotion in an industry-relevant artistic product.
- A2.6 Create an artistic product that involves the effective use of the elements of art and the principles of design.
- A2.7 Create original works of art of increasing complexity and skill in a variety of media that reflect their feelings and points of view.
- A2.8 Plan and create artistic products that reflect complex ideas, such as distortion, color theory, arbitrary color, scale, expressive content, and real versus virtual.
- A2.9 Create a multimedia work of art that demonstrates knowledge of media and technology skills.
- A3.0 Analyze and assess the impact of history and culture on the development of professional arts.





### Common Core Standards

- RIST 11-12.4. Determine the meaning of words and phrases as they are used in a text, including figurative, connotative, and technical meanings; analyze how an author uses and refines the meaning of a key term or terms over the course of text.

### RESOURCES:

#### Resources

*Resources*



**IDEA/THEME: UNIT 5. ANIMATION PORTFOLIO PRESENTATION**

**ENGAGING TITLE:**

**ESSENTIAL QUESTION:** *Enter Essential Question*

**INSTRUCTIONAL HOURS:** 10 Hours

**Common Core Unit Objective**

In this unit, students will showcase their final animations which shows their understanding of the 12 principles of animations as well as effective design implementations.

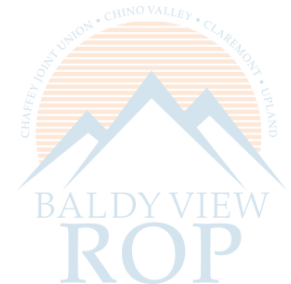
**Key Assignments**

Animation pitch packet

**Anchor Standards**

**Pathway Standards**

- A1.0 Demonstrate ability to reorganize and integrate visual art elements across digital media and design applications.
- A1.3 Describe the use of the elements of art to express mood in digital or traditional art work found in the commercial environment.
- A2.0 Apply artistic skills and processes to solve a variety of industry-relevant problems in a variety of traditional and electronic media.
- A2.7 Create original works of art of increasing complexity and skill in a variety of media that reflect their feelings and points of view.
- A2.8 Plan and create artistic products that reflect complex ideas, such as distortion, color theory, arbitrary color, scale, expressive content, and real versus virtual.
- A2.9 Create a multimedia work of art that demonstrates knowledge of media and technology skills.
- A3.0 Analyze and assess the impact of history and culture on the development of professional arts.



### Common Core Standards

- RIST 11-12.4. Determine the meaning of words and phrases as they are used in a text, including figurative, connotative, and technical meanings; analyze how an author uses and refines the meaning of a key term or terms over the course of text.

### RESOURCES:

#### Resources

*Resources*



IDEA/THEME: UNIT 6. ANIMATION EVALUATION

ENGAGING TITLE:

ESSENTIAL QUESTION: *Enter Essential Question*

INSTRUCTIONAL HOURS: 10 Hours

### Common Core Unit Objective

Students will be evaluating the animated shorts addressing the art quality, style, and various animation tangibles in order to help improve the overall animation experience.

### Key Assignments

*Enter Key Assignments*

### Anchor Standards

- 2.0 **Communications:** Acquire and accurately use Arts, Media, and Entertainment sector terminology and protocols at the career and college readiness level for communicating effectively in oral, written, and multimedia formats.
  - 2.5 Communicate information and ideas effectively to multiple audiences using a variety of media and formats.
- 5.0 **Problem Solving and Critical Thinking:** Conduct short as well as more sustained research to create alternative solutions to answer a question or solve a problem unique to the Arts, Media, and Entertainment sector, using critical and creative thinking, logical reasoning, analysis, inquiry, and problem-solving techniques.
  - 5.6 Read, interpret, and extract information from documents..

### Pathway Standards

- A2.0 Apply artistic skills and processes to solve a variety of industry-relevant problems in a variety of traditional and electronic media.
  - A2.7 Create original works of art of increasing complexity and skill in a variety of media that reflect their feelings and points of view.
  - A2.9 Create a multimedia work of art that demonstrates knowledge of media and technology skills.



### Common Core Standards

- RIST 11-12.4. Determine the meaning of words and phrases as they are used in a text, including figurative, connotative, and technical meanings; analyze how an author uses and refines the meaning of a key term or terms over the course of text.

### RESOURCES:

#### Resources

*Resources*

