ANIMATION SYLLABUS

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Course Description: Animation/ 1 Credit Grades 9-12

This course is designed to give students exposes to a wide range animation techniques. Knowing the industry-standard animation and interactivity tool Adobe Animate CC (previously known as "Flash Professional") can help you get a foothold in the exciting multimedia world. During this course students will be explore to the history and evolution of early animation. Emphasis will be on the processes involved in creation of animation stressing teamwork, storyboarding, creating character, stage design and sound design. The class will consist of demonstrations, viewing of related works, hands-on experimentation, and critique. Projects will further student's exploration of animation approaches and techniques. Digital cameras and computer editing are critical skills that make the foundation for this class. Students will learn, applications in Adobe Animate CC, Lapse It, and Pic Pac Apps.

Resources: Materials Needed for this Class:

- USB flash-drive 4GB or more and headphones
- A CELL PHONE with camera capabilities
- A notebook to take notes in (single subject)
- Toys from home for stop motion project

Textbooks:

In this course student's textbooks, notes and lessons are PDF files on their Google Classrooms, in which students can copy on to their flash drive and bring them home anytime.

- 1. Principles of Animation
- 2. History of Animation
- 3. Animator Research & Presentation
- 4. Storyboarding Foundations
- 5. Careers Research Paper
- 6. Stop-Motion Project
- 7. Adobe Animate CC