

Course Name : Animation

Course Overview : This course would be a beginner level animation course that will cover the history of animation, as well as various animation processes, software applications, and integrated technology. Students would focus on four main types of animation over the course of the semester including cel, pixilation, stop motion, and computer animation.

Course Materials/Resources/Technology:

Adobe CC, computers, tablets, cameras, lighting, green screen, other apps as needed, etc.

Course Standards: [National Core Arts Standards](#)

UNIT 1: Cel Animation

Duration of Unit: Approximately 3 weeks

Description of Unit: Cel Animation, frame by frame animation

Essential Questions and/or Enduring Understandings:

What is animation?

What is persistence of vision and how does this apply to animation?

12 principles of animation

Academic Vocabulary:

cel animation, storyboard, frame rate, key frame, key pose, timeline

Materials/Resources/Technology: Flipbook/ Cel Paper, DSLR Camera, Adobe Premiere Pro

ESSENTIAL Standards

Learning Targets

VA:Cr1.1.1a	I can brainstorm ideas.
VA:Cr2.1.1a	I can plan out ideas and create a storyboard.
VA:Cr3.1.1a	I can use my plan/storyboard to create an animated work.

Common Formative and Summative Assessments

- Formative assessments: creative process outlines/storyboards, teacher check ins

Unit 1 Resources

What is animation?	What is Animation? Definition and Types of Animation	https://www.studiobinder.com/blog/what-is-animation-definition/	What is a good, working definition of animation? What is something interesting you learned about the history of animation? What are some different types of animation and what makes them unique? Why would we classify animation as an artform? What makes it different from other types of filmmaking?
What is persistence of vision and how does it apply to animation?	What is Persistence of Vision? Definition of an Optical Phenomenon	https://www.studiobinder.com/blog/what-is-persistence-of-vision-definition/	What is persistence of vision? How does this phenomenon relate to animation?
12 principles of animation	Understanding Disney's 12 Principles of Animation 12 Principles of Animation	https://www.creativeblog.com/advice/understand-the-12-principles-of-animation https://www.youtube.com/watch?v=uDqjldl4bF4	What are the 12 principles of animation? Can you apply these to your animation shorts?

	The 12 Principles of Animation (With Examples)	https://idearocketanimation.com/13721-12-principles-of-animation-gifs/	
What is a storyboard? How do you storyboard?	What Is a Storyboard? How To Write a Script and Storyboard	https://www.storyboardthat.com/articles/e/what-is-a-storyboard https://www.youtube.com/watch?v=KB2-3v3ekwI&list=PLsTQFEt0ii3qGL5MQLX2owndEkAcyXBQ6&index=1&t=192s	What is a storyboard? How do you storyboard?

UNIT 2: Stop Motion

Duration of Unit: Approximately 3 weeks

Description of Unit: stop motion animation focusing on pixelation, claymation, and other stop motion animation techniques/processes with the incorporation of audio effects

Essential Questions and/or Enduring Understandings:
 How can I apply principles of animation to actual objects and people?
 What do I need to include to imply motion?
 How can I use stop motion in creative and unique ways?

Academic Vocabulary:
 pixelation, claymation, voice over, soundtrack, audio effects
Camera angles: high, low, eye-level, oblique
Camera shots: one shot, two shot, over-the-shoulder, medium, close up, extreme close up, long, extreme long, cut in, cut away, reaction, transition
Camera movements: dolly, arc, trucking, subjective track, tilt, zoom, pan

Materials/Resources/Technology: cameras, moving tripods, clay, paper, legos, camera station, computers, lighting, green screens, Adobe Premiere Pro, etc.

ESSENTIAL Standards

Learning Targets

VA:Cr1.1.1a	I can brainstorm ideas.
VA:Cr2.1.1a	I can plan out ideas and create a storyboard.
VA:Cr3.1.1a	I can use my plan/storyboard to create an animated work.

Common Formative and Summative Assessments

- Formative assessments: creative process outlines/storyboards, teacher check ins

Unit 2 Resources

What is stop motion animation and what makes it different from other forms of animation?	<p>Stop Motion Animation (Claymation, Cut-outs)</p> <p>Stop Motion, Everything You Need to Know</p> <p>Stop Motion Animation</p>	<p>https://www.bloopanimation.com/types-of-animation/#stop-motion</p> <p>https://www.nfi.edu/stop-motion-animation/</p> <p>https://filmlifestyle.com/stop-motion-animation/</p>	<p>What is stop motion?</p> <p>What makes stop motion different from traditional animation? How is it the same?</p> <p>What are some other ways we can animate using stop motion?</p> <p>What other materials or props can be used?</p>
How can I apply the principles of animation to actual objects and people?	<p>12 Principles of Animation, Stopmotion Basics</p> <p>First Six Animations Principles</p>	<p>https://youtu.be/VtE87CNs-O0</p> <p>https://youtu.be/HCEkhTuH5Xo</p>	<p>How do the principles of animation apply to stop motion?</p> <p>A brief visual of six of the principles in claymation</p>
What do I need to include within the context of stop motion to imply motion? What are some	How To Shoot Stop Motion At Home	https://nofilmschool.com/how-shoot-stop-motion-home	How do I set up for a stop motion segment?

<p>other important things to remember?</p>	<p>Six Tips To Get Smoother Stop Motion</p> <p>Five Top Tips To Improve Your Stop Motion Animations</p> <p>10 Things Stop Motion Pros Do</p> <p>10 More Things Stop Motion Pros Do</p> <p>Brickfilm Tutorials by Gold Puffin</p>	<p>https://www.youtube.com/watch?v=Ne5hdCRN9YM</p> <p>https://www.youtube.com/watch?v=lgKs9la4lTA</p> <p>https://www.youtube.com/watch?v=4aHta3gpFgg&list=PLxC0tQQ3ls_FmS1s2URc7vK593An2dKHa</p> <p>https://www.youtube.com/watch?v=fUX56F6BFKA&list=PLxC0tQQ3ls_FmS1s2URc7vK593An2dKHa&index=2</p> <p>ON YOUTUBE</p>	<p>What are some good tips to consider?</p> <p>What will make my initial attempt even better?</p> <p>What can I do to make the animation communicate the story I'm trying to convey?</p>
<p>How can I use stop motion in creative and unique ways?</p>	<p>10 Stop Motion Animation Videos</p> <p>Seven Greatest Stop Motion Moments Of All Time</p> <p>Stop Motion, Everything You Need to Know</p>	<p>https://medium.muz.li/10-top-stop-motion-animations-video-656dc5f3c273</p> <p>https://www.vectornator.io/blog/stop-motion/</p> <p>https://www.nfi.edu/stop-motion-animation/</p>	<p>How can I be original with my ideas?</p> <p>What are some out of the box ways I can use stop motion?</p> <p>How can I set my animation apart from others'?</p>

Unit 3: Adobe Animate

Duration of Unit: Approximately 3 weeks

Description of Unit: Introduction to computer animation using Adobe Animate

Essential Questions and/or Enduring Understandings:

How can I apply what I know about animation to digital/computer animation work?

What are essential functions in Adobe Animate?

Academic Vocabulary:

Tablet, stylus, workspace, timeline, frames, fps, onion skinning, layers, elements, tweens

Materials/Resources/Technology: computers, tablets, Adobe CC/ Adobe Animate

ESSENTIAL Standards	Learning Targets
VA:Cr1.1.1a	I can brainstorm ideas.
VA:Cr2.1.1a	I can plan out ideas and create a storyboard.
VA:Cr3.1.1a	I can use my plan/storyboard to create an animated work.

Common Formative and Summative Assessments

- Formative assessments: creative process outlines/storyboards, teacher check ins

Unit 3 Resources

How can I apply what I know about animation to digital/computer animation work?	The History of Computer Animation	https://www.vectornator.io/blog/the-history-of-computer-animation/	How has animation changed throughout history? What would computer generated films be like without the technology?
What are essential functions in	Beginner Tutorials	https://helpx.adobe.com/animate/tuto	

Adobe Animate?	<p>Adobe Animate 2021</p> <p>How To Animate - Start Here!</p>	<p>rials.html</p> <p>Tiptut Adobe Animate 2021 playlist on YouTube (https://www.youtube.com/watch?v=6PNaj2s2LoY&list=PLmxclrCbCbSjcG8Qw_cSF9IVZrF1-X56_)</p> <p>https://www.youtube.com/watch?v=49yK2AfG8kc</p>	

Unit 4: Independent Production

Duration of Unit: Approximately 9 weeks

Description of Unit: Independent animation production. Students will be creating their own animation(s) by using their learned skills and techniques from the previous units.

Essential Questions and/or Enduring Understandings:

How can I apply my learned skills to create successful animation(s)?

How can I hold myself accountable while creating independently?

Academic Vocabulary: See units 1-3

Materials/Resources/Technology: See units 1-3

ESSENTIAL Standards	Learning Targets
VA:Pr4.1.1a	I can select, analyze and interpret my work
VA:Pr5.1.1a	I can develop and refine artistic techniques and work (I can further develop and improve the skills I've learned and apply them in new and more complex ways)
VA:Re.7.2.1a	I understand how visual imagery influences understanding of the the world (I can use visual imagery/animation to help others understand movement)
VA:Cn10.1.1a	I can synthesize and relate knowledge and personal experiences to make animations
VA:Cn11.1.1a	I can relate artistic ideas and works with societal, cultural, and historical context to deepen understanding

Common Formative and Summative Assessments

- Formative assessments: creative process outlines/storyboards,
- Summative assessments: student learning contract, project(s)

Unit 4 Resources - Taking Things Further

Taking things next level	Pixar In A Box Blender - free 3D animation software	https://www.khanacademy.org/computing/pixar https://www.blender.org/	What are some resources that will help me up my animation game? What other things might be good to know? Who are some notable players in the world of animation?
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School and career exploration	How to Become An Animator My Art Journey- How I Got A Job At Disney Build Your Animation Portfolio - Screenskills	https://www.youtube.com/watch?v=m4heEUaembQ https://www.youtube.com/watch?v=Txh4zWoc3w https://www.screenskills.com/starting-your-career/building-your-portfolio/build-your-animation-portfolio/	How do I build a portfolio? If I wanted to pursue a career in animation where would I start? Where do animators go to school?
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