Glendale Unified School District

Middle School

May 23, 2017

Department:	Career Technical Education
Course Title:	2D Animation 1-2
Course Number:	9049/9050
Grade Level(s):	7-8
Course Credits:	10
Recommended Prerequisite:	None
Recommended Textbook:	Goldberg, Eric <u>Character Animation Crash Course</u> Silman-James Press, USA 2008
Course Software:	The Adobe Creative Cloud; specifically Photoshop and After Effects
Course Overview:	2D Animation 1-2 is a beginning course for the Arts, Media and Entertainment Pathway. This course is designed to prepare students to use artistic and technological foundations to create animated presentations for industry and entertainment. Most importantly, students will learn the twenty-first century skills of creativity, critical thinking, communication, collaboration, and technical expertise, which will increase employment capacity across the job market. Students will develop basic drawing and design skills, learn the fundamentals and physics movement, the concept of communication to a given audience, and techniques for self-expression through a variety of animated formats. They will explore the careers and requisite skills required by animators in both entertainment and the business world.

I.   Standards - **Common Core State Standards -- Standards- College and Career Readiness Anchor Standards for Technical Subjects**

A. CCSS.ELA-Literacy.RST.9-10.7
Translate quantitative or technical information expressed in words in a text into visual form (e.g., a table or chart) and translate information expressed visually or mathematically (e.g., in an equation) into words.

B. CCSS.ELA-Literacy.RST.6-8.6
Analyze the author's purpose in providing an explanation, describing a procedure, or discussing an experiment in a text.

C. CCSS.ELA-LITERACY.RST.6-8.9
Compare and contrast the information gained from experiments, simulations, video, or multimedia sources with that gained from reading a text on the same topic.

II. Standards-**Career Technical Education-Design, Visual & Media Arts Pathway**

A. A1.1 View and respond to a variety of industry-related artistic products integrating appropriate vocabulary.

B. A1.6 Compare and analyze artwork being done using electronic media with those done with materials traditionally used in the visual arts.

C. A2.2 Demonstrate personal style and advanced proficiency in communicating an idea, theme, or emotion in an industry relevant artistic product.

D. A2.3 Apply refined observation and drawing skills to solve an industry relevant problem.

E. A2.6 Create an artistic product that involves the effective use of the elements of art and the principles of design.

F. 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.

G. A8.1 Understand the component steps and skills required to design, edit, and produce a production for audio, video, electronic, or printed presentation.

      H. A8.6 Analyze and assess technical support options related to various media and design arts.

III.   Sample Assessments

    A. Projects
    B. Sketch books and note-taking
    C. Tests
    D. Portfolio
    E. Classroom participation during discussions, demonstrations and class work
    F. Written and oral self-evaluations and critiques of other's work
    G. Sketch Book: Students keep a journal of drawing concepts, story ideas and sketch assignments

IV.   Topic of Study - Suggested Time Distribution

FIRST SEMESTER COURSE OF STUDY

A. History of Animation   4 weeks

Students will be able to identify historic people and events that played a role in the development of animation.

B. Character Illustration with Photoshop   10 weeks

    1. Telling a story in an illustration
    2. Character design
    3. Layout design
    4. Color application

C. Principles of Animation   6 weeks

    1. Straight Ahead versus Pose to Pose
    2. Arcs
    3. Timing
    4. Slow In and Slow Out
    5. Squash and Stretch
    6. Anticipation

7. Follow Through and Overlap
8. Secondary Actions
9. Staging
10. Exaggeration
11. Solid Drawing
12. Appeal

SECOND SEMESTER COURSE OF STUDY

A. History of Animation   4 weeks

Students will be able to identify historic people and events that played a role in the development of animation.

B. Character Illustration with Photoshop   10 weeks

1. Telling a story in an illustration
2. Character design
3. Layout design
4. Color application

C. Principles of Animation   6 weeks

1. Straight Ahead versus Pose to Pose
2. Arcs
3. Timing
4. Slow In and Slow Out
5. Squash and Stretch
6. Anticipation
7. Follow Through and Overlap
8. Secondary Actions
9. Staging
10. Exaggeration
11. Solid Drawing
12. Appeal
13. Storyboarding
14. Individual assignments tailored to students' interests.

V.   Textbooks and Supplemental Reading Materials

A. Creating Characters with Personality: For Film, TV, Animation, Video Games, and Graphic Novels Feb 1, 2006 By Tom Bancroft and Glen Keane

B. *The Animator's Survival Kit: A Manual of Methods, Principles, and Formulas for Classical, Computer, Games, Stop Motion, and Internet Animators* (ISBN 0-5712-0228-4) is a book by award-winning animator and director Richard Williams, about various aspects of animation. The book includes techniques, advice, tips, tricks, and general information on the history of animation.

C. *Disney Animation: The Illusion of Life* (576 p.) is a book by Ollie Johnston and Frank Thomas, two of the animation masters at Disney during the Golden Age of animation, referred by Walt Disney as his "Nine Old Men". Topping the list of "best animation books of all time" in a poll at AWN; is still used as reference and source of inspiration for character animation.

D. Supplemental Materials
     a. Adobe.com
     b. https://disneyscreencaps.com/
     c. www.cartoonbrew.com
     d. Lynda.com
     e. Alexgrigg.com