

Glendale Unified School District

High School

February 7, 2023

Department: Career Technical Education  
Course Title: Advanced Animation Honors Capstone  
Course Code: 9070V/9071V  
Grade Level(s): 10-12

School(s) Course Offered: Clark Magnet High School

UC/CSU Approved (Y/N, Subject): Y, "F" Fine Arts

Course Credits: 10

Prerequisite: Intermediate Animation Honors

Recommended Textbook: The Animator's Survival Kit: Expanded Edition  
Richard Williams  
ISBN: 978-0-86547-897-8

How to Draw: Drawing and Sketching Objects and Environments from Your Imagination

Scott Robertson, with Thomas Bertling  
ISBN: 978-193349273-5

Framed Ink: Drawing and Composition for Visual Storytellers

Marcos Mateu-Mestre  
ISBN: 978-193349295-7

Course Overview: Advanced Animation Honors is a capstone course that provides advanced instruction on the fundamental Principles of Animation within the structure of the film and animation pipeline. Topics covered in the course include figure drawing, the Principles of Animation, character design and rigging, storyboarding, advanced character animation, and film editing.

Students in this course expand upon animation and filmmaking skills in order to make original short films. This course emphasizes the mechanics of movement in animation, animation principles related to physics and weight characteristics, engaging storytelling, visual development, and film creation. The culminating task in this course is a digital portfolio that highlights the artist's most accomplished still and moving work throughout the course.

### **First Semester Course Content**

#### **Unit 1: Foundations of Drawing for Animation**

(5 weeks)

Visual and Performing Arts Standards: 1.1; 1.2; 1.4; 1.6

CTE Arts Media and Entertainment Standards: A1.0; A2.0

Common Core State Standards: RLST11-12.4

- A. Topics covered in this unit include gesture drawing to capture attitude, weight shift, structure, line economy, line of action. Students will practice a shape based approach to illustrating figure drawings. Other topics covered in this unit include proportions, line weight, range of values, and shading techniques. Students will use the principles and techniques covered in this unit to develop their own character designs.
- B. The culminating task in this unit is a character in line up. Students will illustrate a minimum of five characters that exist in the same universe. The illustrations of the characters will include turn around drawings, expression sheets, costume designs, and action poses. Students will also create various visual development illustrations that show these characters in settings. This project will assess the application of concepts and principles covered in the unit.

#### **Unit 2: The Principles of Animation**

(5 weeks)

Visual and Performing Arts Standards: 1.1; 1.2; 1.4; 2.1

CTE Arts Media and Entertainment Standards: A1.0; A2.0

Common Core State Standards: LS11-12.3; RLST11-12.4

- A. Topics covered in this unit include squash and stretch, overlapping action, follow through, anticipation, arcs, staging, secondary action, solid drawing, and timing for animation. Using a combination of straight through and pose-to-pose animation, students will develop a series of short animations that communicate mood, exaggeration, and acting. The emphasis in this unit focuses on the mechanics of movement and how they relate to character personality.

- B. The culminating task in this unit is a collection of Animation motion tests. The animation tests will focus on a good use of timing, believable weight characteristics, a strong use of the principles of animation, and accuracy. Students will animate the characters designed in the previous unit showing basic interactions that exemplify physics, weight shift, attitude, and emotion through movement. This project will assess the application of concepts and principles covered in the unit.

**Unit 3: Visual Development**

(4 weeks)

Visual and Performing Arts Standards: 1.1; 1.2; 1.3; 1.4; 1.5; 5.3; 5.4

CTE Arts Media and Entertainment Standards: A1.0; A2.0; A4.0

Common Core State Standards: LS11-12.3; LS11-12.7; WS11-12.4

- A. Topics covered in this unit include digital painting techniques, principles of design, unity and variety, research, and designing through multiple iterations of critique and refinement. Students will also cover topics related to prop and environment design in order to illustrate settings that communicate mood. Background images will include a variety of neutral diffused light, direct light, and isolated lighting setups.
- B. The culminating task in this unit is a collection of background and illustration images to be used in an animated short. Students will illustrate background and layout drawings, including set dressing, and characters designed in the previous unit. Background images need to be appropriately sized in order to accommodate camera moves. This project will assess the application of concepts and principles covered in the unit.

**Unit 4: Animation Production Short Film**

(4 weeks)

Visual and Performing Arts Standards: 1.1; 1.2; 1.4; 2.1; 2.4; 2.5

CTE Arts Media and Entertainment Standards: A1.0; A2.0

Common Core State Standards: RLST11-12.4

- A. Topics covered in this unit include the pre-production pipeline, visual development, thumbnails, roughs, comps, character designs, script writing, storyboards, and animatics. Students will develop an original storyline and will create all of the supporting artwork in the film. The keyframed animation will include a representation of squash and stretch, anticipation, overlapping action, staging, arcs, secondary action, and solid drawing. Artwork will include a good use of perspective, appropriate lighting, accurate rendering, strategic color choice, and representative anatomy. Topics covered for illustration include foundational drawing and painting principles, lighting, structure, line of action, value, and composition. The bulk of the visual development imagery in this unit will be used in portfolios.
- B. The culminating task in this unit is a compilation of pre-production artwork including various paintings, character designs, and storyboards. The supporting elements for each

of these deliverables will also be presented by the students in a “pitch” session in front of small peer groups. This project will assess the application of concepts and principles covered in the unit.

**Unit 5: Portfolio and Demo Reel**

(2 weeks)

Visual and Performing Arts Standards: 1.1; 1.2; 1.4; 5.4; 5.1

CTE Arts Media and Entertainment Standards: A1.0; A2.0; A4.0; A5.0

Common Core State Standards: LS11-12.3; WS11-12.4

- A. Topics covered in this unit include curation of artifacts, visual storytelling, graphic design, and layout. Students will select their best work created throughout the term and will develop print friendly and online viewable images and videos of their most accomplished work. Students will engage in critique as they work together to identify the strongest pieces of animation and visual development art to represent in their portfolio. Other topics include visual hierarchy, text and image, general graphic design principles, editorial layout, and image optimization.
  
- B. The culminating task in this unit is a ten page portfolio book layout with images, written details, and contact information of the artist. The demo reel portion of this project will include an introductory section, ten moving and still clips of the artist's most accomplished work, and an end credit scene with contact information. This project will assess the application of concepts and principles covered in the unit.

## **Second Semester Course Content**

### **Unit 1: Advanced Principles of Animation**

(4 weeks)

Visual and Performing Arts Standards: 1.1; 1.2; 1.4; 1.5; 5.3; 5.4

CTE Arts Media and Entertainment Standards: A1.0; A2.0; A4.0; A8.0

Common Core State Standards: LS11-12.3, WS11-12.4; LS11-12.7

- A. Topics covered in this unit include acting, attitude, takes, secondary action, overlapping action, lip sync, and timing for animation. Students will video record various types of athletic movements and will study them to develop thumbnail sketches and breakdowns in order to animate complex scenes. Students will learn about various types of pacing between subtle and bigger actions on screen. At the end of this unit students will have a strong command of timing, staging, and solid drawing for their animations.
- B. The culminating task in this unit is a multi scene animation with an acrobatic character. Students will plan out a sequence, such as a parkour wall jump, that communicates a strong sense of weight, timing, and movement through the use of easing, overlapping action, arcs, and solid drawing. This project will assess the application of concepts and principles covered in the unit.

### **Unit 2: Animation Pipeline**

(4 weeks)

Visual and Performing Arts Standards: 2.1; 2.3; 2.4; 3.3; 4.5; 5.1; 5.4

CTE Arts Media and Entertainment Standards: A1.0; A2.0; A4.0

Common Core State Standards: LS11-12.3; RLST11-12.4

- A. Topics covered in this unit include ideation, script writing, character design, background design, storyboarding, animatics, character rigging, layout drawings, set building, keyframe animation, and editing. Students will learn about the entire process of taking an idea to a finished animation as they develop their own films. Other topics include story arc, humor, genre, and style. This unit ends with editing techniques and embellishments added to animation in the post production phase.
- B. The culminating task in this unit is a twenty second animation developed entirely by the student. Finished films will have a strong representation of the Principles of Animation, editing, and a story arc. This project will assess the application of concepts and principles covered in the unit.

### **Unit 3: Character Design and Rigging**

(4 weeks)

Visual and Performing Arts Standards: 1.1; 1.2; 1.4; 2.1; 2.5; 5.1

CTE Arts Media and Entertainment Standards: A1.0; A2.0

Common Core State Standards: LS11-12.7, G-MG-1, WS11-12.4

- A. Topics covered in this unit include the character design process, prop design, costume design, turn arounds, and expression sheets. Advanced concepts covered in this unit include character building, character setup, rigging in the node view, expression setup, constraints, and testing. Students are tasked to build characters that will be animated in their short films.
- B. The culminating task in this unit is a production ready character that is rigged for animation. Motion tests will include movement, dialogue, and exaggerated forms of acting. This project will assess the application of concepts and principles covered in the unit.

**Unit 4: Animation Production Short Film**

(6 weeks)

Visual and Performing Arts Standards: 1.1; 1.2; 1.4; 2.1; 2.4; 2.5; 5.1; 5.4

CTE Arts Media and Entertainment Standards: A1.0; A2.0; A4.0; A5.0

Common Core State Standards: RLST11-12.4; LS11-12.3; WS11-12.4

- A. Topics covered in this unit include the pre-production pipeline, visual development, thumbnails, roughs, comps, character designs, script writing, storyboards, and animatics. Students will develop an original storyline and will create all of the supporting artwork in the film. The keyframed animation will include a representation of squash and stretch, anticipation, overlapping action, staging, arcs, secondary action, solid drawing. Artwork will include a good use of perspective, appropriate lighting, accurate rendering, strategic color choice, and representative anatomy.
- B. The culminating task in this unit is a compilation of pre-production artwork including various paintings, character designs, and storyboards. The supporting elements for each of these deliverables will also be presented by the students in a “pitch” session in front of the class. This project will assess the application of concepts and principles covered in the unit.

**Unit 5: Portfolio Website**

(2 weeks)

Visual and Performing Arts Standards: 1.1; 1.2; 1.4; 5.4; 5.1

CTE Arts Media and Entertainment Standards: A1.0; A2.0; A4.0; A5.0

Common Core State Standards: LS11-12.3; WS11-12.4

- A. Topics covered in this unit include marketing, social media, entrepreneurship, web design, and graphic design. Students will learn how to develop an online presence by creating a display of their best work completed throughout the term. The artwork shown on the website will include still images and various animations created throughout the term. The work must have a strong sense of drawing technique and realistic motion.

- B. The culminating task in this unit is a portfolio and demo reel of student work. Students will create a well-designed collection of their best ten still images and six animations. The website will also include links to other pages, an about me page, a contact section, and an informative page about the artist's process. This project will assess the application of concepts and principles covered in the unit.