



Digital Animation

Career Cluster	Arts, A/V Technology, Communications
Course Code	10205
Prerequisite(s)	Recommended: Introduction To Arts/AV Technology & Communications 11000
Credit	
Graduation Requirement	
Program of Study and Sequence	Introduction to Art/AV Technology & Communications – Level I Pathway Course – Digital Animation – Level III Pathway Course
Student Organization	SkillsUSA
Coordinating Work-Based Learning	Guest Speakers, Field Trips, Informational Interviews, Tours,
Industry Certifications	Student can work toward Adobe Certified Associate(ACA) Certification in Adobe Products (http://www.adobe.com/education/certification-programs.html)
Dual Credit or Dual Enrollment	
Teacher Certification	K-12 Technology
Resources	Suggested Software: Adobe Flash, Fireworks, After Effects, vtc.com, youtube.com

Course Description:

Digital Animation explores Legal and Ethical Issues, Career Opportunities, Use of Animations, Animation Software Tools, Basic Animation Techniques, Interactivity in Animation, and how to Publish Animated Movies.

Program of Study Application

Digital Animation is a Level II pathway course in the Arts, A/V Technology & Communications career cluster that is appropriate for both the Visual Arts and Telecommunications/AV Technology and Film pathways.

Course Standards:

DA 1 Develop an Awareness of Career Opportunities and Professionalism in Digital Animation

<i>Webb Level</i>	<i>Sub-indicator</i>	<i>Integrated Content</i>
Two Skill/Concept	DA 1.1 Identify personal interests and abilities related to digital animation careers. Examples <ul style="list-style-type: none"> • Identify personal creative talents • Identify technical/animation talents 	Portfolio, SD MyLife
Two Skill/Concept	DA 1.2 Investigate career opportunities, trends, and requirements related to digital animation careers. Examples <ul style="list-style-type: none"> • Research job opportunities • Investigate trends associated with digital animation • Discuss related career pathways 	
Three Strategic Thinking	DA 1.3 Demonstrate job skills for digital animation Industries. <ul style="list-style-type: none"> • Attendance and punctuality • Positive attitude • Positive work ethic • Use of proper Social Skills • Display ability to work as part of a team and take direction from others 	
Three Strategic Thinking	DA 1.4 Explore legal and ethical issues related to digital animation Examples <ul style="list-style-type: none"> • Complete a web quest on legal issues related to digital animation • Research instruction and forms for registration of an animation product with Copyright Office • Obtain formal permission for use of an art form, design, or photograph in an animation Publication 	

Notes

DA2 Demonstrate Basic Digital Animation Skills

<i>Webb Level</i>	<i>Sub-indicator</i>	<i>Integrated Content</i>
Three Strategic Thinking	DA 2.1 Understand Animation Development Process Examples <ul style="list-style-type: none"> • Develop a chart that explains each step of the animation development process • Determine the number of drawings needed to animate a given situation • Create drawings to illustrate the animation of a given situation such as picking up a pencil, taking a drink of water, lifting a weight 	
Four Extended Thinking	DA 2.2 Create clips using animation software tools Examples <ul style="list-style-type: none"> • Identify the tools available in animation software (e.g. Adobe Flash, Fireworks, Photoshop, and AfterEffects) • Create and Modify Objects • Change the color, size and shape of objects • Use the Pen Tool to draw an object 	
Four Extended Thinking	DA 2.3 Implement a preproduction plan Examples <ul style="list-style-type: none"> • Plan a theme premise and timeline • Create Objects • Creating scenes • Create a skeletal structure • Select Textures 	
Four Extended Thinking	DA 2.4 Analyze and Critique Animation Production Examples <ul style="list-style-type: none"> • Select at least three websites that integrate animation and evaluate the effectiveness of the animation • Develop a collection of examples for a variety of professionally designed animations • Differentiate between 2D and 3D • Explore animation styles in film 	

Notes

DA 3 Employ Standard Convention for the Creation and Design of Animation Concepts

<i>Webb Level</i>	<i>Sub-indicator</i>	<i>Integrated Content</i>
Four Extended Thinking	<p>DA 3.1 Produce Basic Animation</p> <p>Examples</p> <ul style="list-style-type: none"> • Use objects in animations • Compare and Contrast Frame-By-Frame Animation vs a Tweened Animation • Compare Shape Tweening vs Motion Tweening • Create a Motion Guide • Create a Movie 	
Four Extended Thinking	<p>DA 3.2 Generate Audio in Animation</p> <p>Example</p> <ul style="list-style-type: none"> • Select at least two animated movies and analyze the effectiveness of the use of sound in the movies • Add a sound to a symbol and/or movie that you created • Create an animated greeting card that includes instances of a symbol Tweening, a Motion Guide, and Sound 	
Four Extended Thinking	<p>DA 3.3 Design User Interface/Interactivity in Animations</p> <p>Examples</p> <ul style="list-style-type: none"> • Compare the use of rollover and invisible buttons in animations • Create a button symbol that can be used in an animated movie • Use scripting to stop a movie from continuous looping • Create a movie that incorporates action scripting to encourage viewer interactivity • Use complex light and camera controls 	
Four Extended Thinking	<p>DA 3.4 Evaluate and analyze animations for publication</p> <p>Examples</p> <ul style="list-style-type: none"> • Research the publishing formats available for your animated movie • Evaluate the publish format for a specified end use of an animated movie • Publish animation external sources 	

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