

# Animation Syllabus

Full Year-Grades 10-12 – 1 Unit

Prerequisite: Studio Art

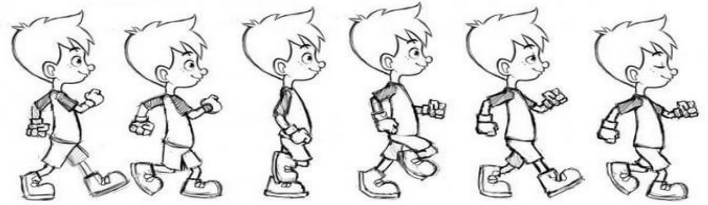
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## Course Description

Animation is a dynamic course offering a strong foundation in traditional and digital animation. This course will explore the history of the moving image and the evolution of animation as an art form. Students build skills in storyboarding, narration and original character development. The bulk of the course will be conducted as a hands-on workshop applying a variety of animation techniques. Methods range from zoetropes, Claymation and stop motion to experimental mixed media applications utilizing Adobe Creative Suite.

## Evaluation

Evaluation will include research, analysis, and visual exploration, from thumbnails through to completion. **ALL of your source material must be original.** (Use of existing source material as your own will be considered plagiarism. Plagiarism will result in a 0 grade for projects). Class attendance, participation, adherence to deadlines, improvement, striving toward professionalism and excellence will all contribute to the final grade. Self-evaluation, peer evaluation, teacher evaluation, rubrics/critiques and process portfolio reviews will be used as assessment tools.

## Deadlines

The process-oriented emphasis of this course is used to prepare students to function on an increasingly independent basis as they move through to advanced levels of animation. Professional animators work as members of a team. A team is as strong as it's weakest member. Be sure that you are a strong link! Deadlines are a part of life in an animation studio. **Grading criteria corresponds with professional standards. If a project is turned in late there will be a SIGNIFICANT penalty\* to the project grade. In the professional world, missing deadlines costs you or your employer money.** Unit work is expected in the hand-in box on the due date. **Out-of-class** lab access will provide students additional working time when needed. **It is the student's responsibility to let me know if there are emergency situations when deadlines need to be extended.**

## \*Grade Penalty Policy

Student's work will then drop one grade level per week late barring any prior arrangement made with teacher. At three weeks past due the project will only be accepted for 50 points. **YIKES!!!!**

# Animation 1

## Materials

### 1. Sketchbook

- A sketchbook is an invaluable resource during the design process. This is where the animation process begins!

Regardless of the style that you choose your sketchbook must:

- Be used for ANIMATION ONLY
- Have secure pages that will not fall out. A spiral style sketchbook is a good choice.
- Be in class with you EVERY DAY!

### 2. Pocket Folder

### 3. Flash/thumb drive

### 4. Headphones/Ear buds

### 5. 16G SD memory card

## Sketchbook Considerations

The type of sketchbook you use is dependent upon how you develop your design ideas.

- *Do you may write more than sketch?* Consider a lined journal/sketchbook.
- *Do you sketch more than write?* A blank page style may be a good choice.
- *Do you like to make precise, detailed drawings?* Think about a graph paper journal/sketchbook

