

Animation 2 Syllabus

Full Year-Grades 11-12 – 1 Unit

Prerequisite: Animation 1

Mrs. Measer

Email:

Amanda.Measer@Pittsford.monroe.edu

Website:

<https://www.pittsfordschools.org/Domain/1823>



Course Description

Animation II is a dynamic course offering a continued in-depth study in traditional and digital animation. This course explores the history of the moving image and the evolution of animation as an art form. Students build skills in storyboarding, narration, original character development and animation software knowledge. The bulk of the course will be conducted as a hands-on workshop applying a variety of animation techniques that are planned, created and produced by students.

Evaluation

Evaluation will include research, analysis, and visual exploration, from thumbnails through to post-production. 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. 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 situations when deadlines need to be extended.**

Materials

1. Sketchbook

A sketchbook is an invaluable resource during the design process. This is where the animation process begins! (This could be blank, ruled, or graph paper)

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