



JIM NED HIGH SCHOOL

ANIMATION 2014-2015

Teacher: Mindy Shaw
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Tutoring Hours: M-F, 7:55-8:15 and 3:40-3:55
Conference Hours: M-F, 2:47-3:37

Course Description: Careers in animation span all aspects of motion graphics. Within this context, in addition to developing technical knowledge and skills needed for success in the Arts, Audio/Video Technology, and Communications career cluster, students will be expected to develop an understanding of the history and techniques of the animation industry.

Software: Adobe Flash

Credit: 1 high school credit

Prerequisites: Recommended Graphic Design and Illustration or Art I

Course Objectives: Upon completion of this course the student should be able to:

1. The student applies academic knowledge and skills in animation projects.
2. The student understands professional communications strategies.
3. The student applies information technology applications.
4. The student applies leadership characteristics to student leadership and professional development activities.
5. The student applies ethical decision making and understands and complies with laws regarding use of technology in animation.
6. The student applies technical skills for efficiency.
7. The student develops an understanding of animation.

Grading Policy: Grade calculation will be determined by the following weighting convention:

Exams/ Projects	60%
Daily Work	40%
<i>Semester exams will compose 1/7th of each semester average</i>	

Attendance Policy:

In the case of excused absences, the student will receive one day for each day absent to complete any missed work. In the case of unexcused absences, the assignment/acceptance of make-up work will be completed in a timely manner and to be discussed with the teacher.

Late Work:

Late work will be accepted up to 5 days past the due date. Points will be deducted for each day late through the grading rubric provided for the assignment.

Academic Integrity: Any student caught cheating will receive a grade of zero on the assignment, without opportunity to resubmit. Additional administrative disciplinary action may occur, per school policy.



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Student Technology Use in Classroom: The student will not email, text, or otherwise use a digital/cellular device unless requested to do so by the teacher. Furthermore, if a student possesses a digital/cellular device, it must be silenced and not visible.

Student Conduct:

- ✓ Regular and on-time attendance is critical to success in this class.
- ✓ You need a positive attitude, a good work ethic and a willingness to push yourself into new areas of your own creativity!
- ✓ You are responsible for your actions at all time. Do not touch things you are not working on. Others may have work in process.
- ✓ If you get it out, put it away. If you mess it up, clean it up.
- ✓ Keep your computer clean – keyboard, CPU, screen and desk.
- ✓ Take care of the things you are working with. Equipment is state of the art and expensive. If there are problems, you need to report it immediately!
- ✓ Save your files on the computers “c” drive.
- ✓ NO food or drinks allowed in the computer lab.
- ✓ Print one time only – screen proof your work BEFORE you print it.
- ✓ Do not alter any computer settings other than desktop.
- ✓ You are responsible for the information placed on your computer – report any problems.
- ✓ Uphold the District Acceptable Use Policy
- ✓ Most importantly – Treat others as you would like to be treated
- ✓ Do your Best! Work Hard! Have Fun!

Course Outline:

1st Six Weeks:

History of Animation – Inventions
History of Animation in Film
Introduction to Flash
Learning to Draw in Flash

2nd Six Weeks

Animation with Flash – Frame by Frame
Lip Sync
Importing Sound
Text
Tweens (classic, motion, shape)
3D Rotation
Simple Morphing
Projects

3rd Six Weeks

Custom Brushes
Major Project
Semester Test

4th Six Weeks

Buttons
Bone Tool
Backgrounds
Projects

5th Six Weeks

Action Scripts
Research Animation Programs
Cannon Project

6th Six Weeks

Rotoscope
Major Project

Changes to the Syllabus: The course schedule and procedures in this syllabus are subject to change if deemed appropriate by the instructor.