

BA Computer Animation 12

District Name: Kamloops/Thompson
District Number: SD #73
Developed by: Tonya Perry
Date Developed: March 2005
School Name: Westsyde Secondary School
Board/Authority Approved Date: 2005/05/30

Course Name: Computer Animation and Media Development 12

Grade Level of Course: 12
Number of Course Credits: 4
Number of Hours of Instruction: 100 hours
Prerequisite(s):

Special Training, Facilities or Equipment Required: Computer(s) with 2D and 3D computer animation software, a moving making software, a software program (as basic as Microsoft's Paint), that allows you to edit and create scanned images, .jpeg, .gif, .bmp files, a scanner, a light table and a digital camera.

Course Synopsis:

This course will expand and enhance student's knowledge of and ability to generate various sketches, storyboards, 2D and 3D animations and sound enhanced rendered outputs. Students will analyze the history of animation and will utilize various animation techniques to create specific animations. Students will work both independently and in collaborative groups to analyze, plan and create various styles of 2D and 3D animations – taking them through the appropriate development, production and presentation stages. Students will further develop, learn and utilize a variety of advanced layering methods, image manipulation methods, and lighting, environment and camera special effects. As well, student will apply basic movie/sound effects to their final rendered output. Students further develop employable working skills, project management skills, communication techniques, time management skills and self-assessment skills. Students will explore and analyze career opportunities in the animation field, and they will develop works for their post secondary portfolios, personal school based Web pages and a school based media arts show.

Rationale:

This course has been developed to enhance students' analysis and knowledge of the vast growing animation industry; and to expand students' creativity and ability to generate both simple to complex animations using a variety of programs and animation techniques. Students will analyse the historical development of animation; and they will utilize various animation techniques to create 2D and 3D animations for the required development, production and presentation stages. Students will develop a keen understanding of the sketching of characters and scene, storyboard development, and creating of various 2D and 3D animations. Rendered outputs will be enhanced with sound and sequencing effects. Student will further develop employable skills, artistic portfolios, application writing ability and knowledge of the computer and animation terminology and techniques. Students coordinate, plan and set-up an evening event where their works can be view by their peers, parents and community members. Students will also gain exposure to the Internet and utilize the school web site to present aspects of or their entire animations.

**Organizational Structure:
Computer Animation and Media Development 12**

Unit	Topic	Hours
1	Sketching and Storyboard Development	10 hrs
2	History and Various Animation Techniques and Methods	30 hrs
3	Individual and Team Animations	30 hrs
4	Final Animation Development, Production, Movie Making Editing and Presentation	30 hrs
	Total	100 hrs

Unit Descriptions:

Unit 1: Sketching Storyboard Development

Prescribed Learning Outcome:

It is expected that students will:

- review and learn various sketching techniques.
- develop sketching techniques through daily sketching assignments.
- analyse character and scene development from professional animations.
- learn about, develop and sketch various characters and scenes.
- understand aspects of and use of materials and textures.
- learn to use their sketches to generate simple animations.
- establish portfolios and understand the impact of portfolios on career in the animation industry.
- understand the impact of sketching on the development stages of animations.
- will understand and utilize the concepts involved in planning short animations. (Storyboards, scriptwriting and target audiences etc.)
- analyse and critique personal and peer work and utilize this information to improve or enhance personal work.

Unit 2: History and Various Animation Techniques and Methods

Prescribed Learning Outcome:

It is expected that students will:

- analyse the historical changes in the animation industry.
- learn, develop and utilize various styles of animation techniques studied.
- create simple 2D animations using various animation programs, methods and styles.
- create simple 3D animations using various animation programs, methods and styles.
- construct an extensive library of materials, textures and images using a variety of methods of photo retouching and manipulation.
- consider and understand the ethical issues involved in misrepresenting work of others.

Unit 3: Individual and Team Animations

Prescribed Learning Outcome:

It is expected that students will:

- work independently and collaboratively to create various sketches, storyboards, animations and presentations.
- create various animation using a variety of animation programs and techniques.
- review and enhance knowledge of movie making software.
- utilize movie-making software to add sequencing and sound to finished animations.
- integrate animation movement with sound and movie sequencing.
- develop and create well-developed animations that interpret moods, environments, sounds and music, themes etc.
- learn project management skills that involve team job responsibilities, the importance of communication and quality work and time management.
- present all stages of animation development and production.
- use terms associated with digital animation in group work and oral presentations.
- acknowledge ideas and materials taken from other sources.

Unit 4: Final Animation Development, Production and Presentation

Prescribed Learning Outcome:

It is expected that students will:

- utilize the information taught over the past 3 Units to develop a completely original animation in a style of their choice.
- develop a complex and original 3D animation that involves all of the stages of development, production and presentation.
- critique and assess (with self and peers) final animation prior to presentation.
- add to and prepare their portfolios for post secondary applications.
- learn writing skills for various components of post secondary applications.
- present portfolio work on school web site and in a school based media art show.
- collaboratively coordinate, develop, organization and present a school-based media art show.
- acknowledge ideas and material taken from other sources.
- critique peers work and have personal work critiqued by peers.
- utilize peer assessment to enhance final animations.
- present complete animation, including all stages of the animation, to peers.

Instructional Components:

The classroom teacher may use (but is not limited to):

- Direct instruction
- Indirect instruction
- Interactive Instruction
- Independent study
- Modelling
- Practical creativity
- Use of various examples
- Brainstorming
- Video Tape
- Group Work
- Analysis of commercial print, film and video works
- Analysis of own and classmates' video work

Assessment Components:

- Forty percent (45%) of the grade will be based on short animations, group work and various presentations.
 - Projects will be evaluated using set criteria, specific to each project, which will be provided to students at the beginning of each assignment.
- Twenty five percent (25%) of the grade will be based on daily sketchbook assignments, portfolio work, and storyboard development.
- Ten percent (10%) of the grade will be based on student's reflections and analyse of personal works and works found in print, video and on the web.
- Twenty percent (20%) of the grade will be based on knowledge of terminology, methods and techniques, time management, ability to produce and other evaluations suitable for the course content and administered at the end of each unit, midway through the course and at the end of the course.

Learning Resources:

This is the beginning list of learning resources that can be added to this curriculum.

1. Manuals and Tutorials for the various 2D and 3D programs being used.
2. Various Books, Magazines and Films that present 2D and 3D animations.
3. Documentaries on how various stories and their animations are created.
4. Guest speakers from the animation and graphic design profession.

Additional Course Information:

Schools will need adequate equipment and flexible access to computers to make the course run more smoothly.