

Animation

Mission San Jose High School
Mrs. Montano
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COURSE DESCRIPTION

This class will teach students to create dynamic 2D animations using text, graphics, and sound in Flash. Students will begin with basic cartoon animation techniques, starting with character development and storyboarding. Students will be taught basic art elements as it relates to cartooning and artwork for animations will be created in Illustrator and Photoshop. Our final project will be interactive, using very basic scripting.

COURSE OBJECTIVES

- To learn create animated, interactive content using Flash, and to create and import graphics, sound into Flash media.
 - To incorporate basic elements of art and design into planning and completing a portfolio quality projects.
 - To develop creative problem solving skills as it relates to developing interactive media that communicates visually and is esthetically pleasing.
 - To work collaboratively in a small group setting to achieve a common goal.
 - To become informed about the many ways animation relates to a variety of industries and career paths.
 - To develop disciplined habits as that will help them succeed in their professional careers / vocation.
 - To learn and have fun!
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SUPPLIES

- USB flash drive - Mac compatible / 1 GB minimum (Required)
- Sketch book/journal logbook - This should consist of a 3-prong folder filled with plain white printer paper. (Required)

REQUIRED SUPPLIES

- USB flash drive. 1 GB recommended because students will store all work here.
- Sketchbook book . A typical drawing sketchpad is easiest to draw in but students can also draw on sheets in a binder.

COURSE WORK

Sketchbook. Students will record all of their sketches in a book. These should be brought to class everyday.

Demos. Demos will cover how to use software and include various techniques. Students will be graded based on attentiveness and participation. Occasionally work assigned based on demos will be turned in for points. *Collection will not be announced in advance.*

Tutorial Lessons. These lessons will be taken from various sources consisting of “step by step” written instruction. Students will be graded based on attentiveness and participation. Occasionally work assigned based on demos will be turned in for points. *Collection will not be announced in advance.*

Portfolio Projects. During the course of the class students will create projects that challenge them as creative thinkers, visual, communicators, and technically skilled digital artists. The projects are structured around specific lesson plan topics. Students will create an interactive digital portfolio to showcase their work.

TESTS AND QUIZZES

Photoshop Challenge Quizzes. Students will be given a task to be completed in Flash/Photoshop/Illustrator. *These challenges will not be announced in advance.*

Written Quizzes. These will be in the form of multiple choice, true & false and written response. Everything on test will have been covered in class during project preparation lecture, demos, tutorials, and assigned reading.

Midterm / Final Exam. The midterm and final exam will be in hand drawn and/or digital format.

GRADE DISTRIBUTION:

Projects.....60%

Participation (complete logbook, demos, tutorials and obey to class rules.....25%

Quizzes / Midterm / Final.....15%

A = 100-90% B = 89-80% C = 79-70% D = 69-60% F = 59% or lower

LATE WORK POLICY

Projects and logbooks drop 1 letter grade per day turned in late, for example:

An A+ Project due Monday but turned in: Tues= B+, Wed = C+ Thurs = D+

Projects can be turned in no later than 3 days from the due date and may still result in a “0”

I only change grades if there has been an actual error on my part and very rarely give extra credit.