Curriculum Map

Animation and Character Development   Grades 10-12   Revised 8-25

Quarter One	Quarter Two
Introduction to Animation • History of Animation • Animation Artists • Applications to Careers **Flip Books** • Understanding Movement in Stages **Introduction to Adobe Illustrator** • Interface • Organizing Workspace • Understanding Process to Save and Store Work **Use of Tools** • Practice and Exercises • Shape/Pen/Line Tools • Color Palette **Designing Characters in Adobe Illustrator** • Students will sketch designs for a personalized character and learn how to build it in the Adobe programs **Designing A Storyline** • Using a Storyboard and Developing Backgrounds	**Introduction to Adobe Animate** • Interface • Tools • Review of Saving and Storing created work. **The Bouncing Ball** • The Principles of Animation • Movement • Squash and Stretch • Tweening **Shape Animation** • Multiple movements within a Timeline. **Facial Expression in Motion** • Using a simple Rig • Movements within Symbols **The Walk Cycle** • Development of Character Movement • Transitions **Final Project:** Character Animation with completed storyline.

Student Profile

With the completion of this course, students will:

- Build upon knowledge of the Elements and Principles of Art specifically in relation to graphic design and animation.
- Learn about and become familiar with the Adobe Computer Programs.
- Challenge student conceptual thinking and creative problem solving.
- Create, reflect and critique upon works of art specific to the class and provide opportunities for students to exhibit their work.
- Understand the application of this course to a career as a graphic designer and/or animator.
- Be part of a class community that will learn through revision, independent thinking, class discussion and peer teaching.