



Animation 1 & Lab / Animation 2 & Lab

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Conference Period: 9:15 AM – 10:00 AM

Tutoring Opportunities: 4:30 PM – 5:00 PM

Class Materials:

- Sketchbook (8x10 or 9x12)
- USB Flash Drive (or some other way to back up files off of the computer)
- We will use Canvas throughout the course

Access to Canvas and Office365 tools is available to students through our [Single Sign-on Portal \(SSO\)](#). Students receive their SSO login during enrollment.

Course Description:

Do you love to draw and make art? Do Pixar movies and console video games inspire you? The animation program at the Hollenstein Career and Technology Center is the perfect place for talented artists and storytellers to get a jumpstart on their college or professional careers. You will learn traditional animation methods using digital tablets and professional software, then advance to 3D modeling and animation using the same programs used at major film and game studios. You can even gain certification in Adobe and Autodesk programs, which can give you an advantage on your resume when you graduate. Enroll in animation and get ready to create!

Course Goals:

Students who complete this course successfully will be able to:

- Create original animations while properly using the Principles of Animation
- Create original animations using multiple industry standard software applications
- Draw on both paper and computer
- Create original animations for clients as well as personal portfolios

Student Evaluation:

The grading system for this course is as follows:

- Grade averaged 60% Major 40% Minor
- Major grades – tests (including District Common Assessments, six weeks assessments, projects, final essays, research papers, presentations); minimum three per six weeks
- Minor grades – quizzes, daily assignments, journals; minimum four per six weeks
- Semester exams will count 1/7 of the semester grade
- A letter system (S, N, U) is used to report a student's conduct based on proper/responsive conduct and citizenship
- Per Board Policy EIA (LOCAL), "The District shall permit a student who meets the criteria detailed in the grading guidelines a reasonable opportunity to redo an assignment or retake a test for which the student received a **failing** grade. This policy applies only to initial identified major grades and does not apply to daily assignments, quizzes,

six-week test, and semester final examinations. Upon reteach and retest, the new test, project, etc. recorded will be a high score of 70%.

- Official grades will be in Skyward only and can be accessed by student and parent through Family Access.

Assignments, exams, expectations outside of the classroom:

All work is expected to be completed in class, using the district provided equipment. However, students can acquire the software used in the classroom either for free or at a discounted price.

Attendance/Tardy Policy/Make-Up Work:

Students are expected to be in the classroom at the posted time to begin class. Any student arriving after that time will be counted tardy. If the bus from the student’s home campus is late than those students riding the bus are not considered tardy. Any student arriving 10 minutes late or more will be counted absent for that period. An absence counts twice as these classes take up two class periods. Any work missed should be completed within the district allotted time and it is the student’s responsibility to find out what was missed during their absence.

Classroom Expectations:

Class time and equipment should be used for class assignments.

Preliminary Schedule of Topics, Readings, and Assignments

- Animation History
- Copyright
- Software Introduction (Maya and Animate CC)
- Principles of Animation / 3D Animation Concepts
- Competitions (SkillsUSA, VASE)
- Emphasis Projects
- Client-Based Projects

Academic Integrity:

Academic integrity values the work of individuals regardless if it is another student’s work, a researcher, or author. The pursuit of learning requires each student to be responsible for his or her academic work. Academic dishonesty is not tolerated in our schools. Academic dishonesty, includes cheating, copying the work of another student, plagiarism, and unauthorized communication between students during an examination. The determination that a student has engaged in academic dishonesty shall be based on the judgment of the classroom teacher or other supervising professional employee and considers written materials, observation, or information from students. Students found to have engaged in academic dishonesty shall be subject to disciplinary and/or academic penalties. The teacher and campus administrator shall jointly determine such action.