

# Curriculum Map

Animation and Character Development

Grades 10-12

Revised 10/24

Quarter One	Quarter Two
<p>Introduction to Animation</p> <ul style="list-style-type: none"><li>● History of Animation</li><li>● Animation Artists</li><li>● Applications to Careers</li></ul> <p>Flip Books</p> <ul style="list-style-type: none"><li>● Understanding Movement in Stages</li></ul> <p>Introduction to Adobe Illustrator</p> <ul style="list-style-type: none"><li>● Interface</li><li>● Organizing Workspace</li><li>● Understanding Process to Save and Store Work</li></ul> <p>Use of Tools</p> <ul style="list-style-type: none"><li>● Practice and Exercises</li><li>● Shape/Pen/Line Tools</li><li>● Color Palette</li></ul> <p>Designing Characters in Adobe Illustrator</p> <ul style="list-style-type: none"><li>● Students will sketch designs for a personalized character and learn how to build it in the Adobe programs</li></ul> <p>Designing A Storyline</p> <ul style="list-style-type: none"><li>● Using a Storyboard and Developing Backgrounds</li></ul>	<p>Introduction to Adobe Animate</p> <ul style="list-style-type: none"><li>● Interface</li><li>● Tools</li><li>● Review of Saving and Storing created work.</li></ul> <p>The Bouncing Ball</p> <ul style="list-style-type: none"><li>● The Principles of Animation</li><li>● Movement</li><li>● Squash and Stretch</li><li>● Tweening</li></ul> <p>Shape Animation</p> <ul style="list-style-type: none"><li>● Multiple movements within a Timeline.</li></ul> <p>Facial Expression in Motion</p> <ul style="list-style-type: none"><li>● Using a simple Rig</li><li>● Movements within Symbols</li></ul> <p>The Walk Cycle</p> <ul style="list-style-type: none"><li>● Development of Character Movement</li><li>● Transitions</li></ul> <p>Final Project: Character Animation with completed storyline.</p>

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## **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.