

# Animation II

Level 3: Student explored previously; second pathway specific course

Pathway(s): Design & Multimedia Arts

## Description

Animation II allows students to apply knowledge of animation to complete fully developed projects that may be used in their portfolio. With the approval of the instructor, students may have a chance to complete major projects in 2D or 3D. In addition to at least one major individual project, students will combine their talents in a group project. Students are expected to create animated shorts that can be seen in the community.

## Student Learning Outcomes

### Ethics and Compliance

- 1) Exhibit ethical conduct
- 2) Apply copyright laws
- 3) Model respect for intellectual property
- 4) Demonstrate proper etiquette and knowledge of acceptable use policies

### Leadership Characteristics

- 5) Employ planning and time management skills to complete work tasks

### Technical Understanding of Animation

- 6) Operate communication systems to prepare and conduct verbal and visual communication
- 7) Use production elements such as transitions, edits, framing, angle, and lighting techniques
- 8) Use orthographic and isometric drawing techniques
- 9) Demonstrate familiarity with commercial production applications

### Animation Principles and elements

- 10) Apply animation principles such as arcs, timing, and exaggeration
- 11) Identify animation elements such as cycles, layers, transitions, and transparency

### Application of elements and principles of art to animation projects

- 12) Identify animation design elements such as line, color, shape, and texture
- 13) Explain the use of additive color theory
- 14) Compare various styles of animation

### Pre-production process

- 15) Analyze target audience to identify needs and wants
- 16) Write and edit scripts
- 17) Create storyboards
- 18) Select aspect ratio and frame rate appropriate to delivery method

## Production process

- 19) Design color and compositional elements
- 20) Design characters, environments, and props
- 21) Model characters, environments, and props
- 22) Light sets or animating lights as needed
- 23) Develop rigs for animating characters
- 24) Assemble particle systems for visual effects such as rain, snow, and fire
- 25) Animate characters, environments, or cameras
- 26) Incorporate music and sound effects
- 27) Render scenes

## Post-Production

- 28) Edit
- 29) Produce titles and credits
- 30) Add visual effects and processing
- 31) Add audio effects and processing
- 32) Produce output