

Digital Animation

Instructor: Mr. Neil Posmer

Email: posmern@epcusd401.org

Phone: (708) 583-6460

Department: Business Education

Classroom: 155

Office Hours: By Appointment

Description:

This class is designed to introduce students to animated computer graphics using a Microsoft Windows operating system. Students will use this technology to develop drawings, animations and movies that can be loaded on to a web page. Those students who are interested in art, design, or movie development and plan to enter the world of advertising, web design or film animation would benefit from this class. Course activities include developing digital animation and images using Adobe Flash and basic website development using Adobe Dreamweaver. There are no prerequisites for this course but it is recommended that students with basic computer skills and knowledge.

Instructional Philosophy:

Students will be engaged in a variety of challenging activities that include skills development exercises, individual reading and study, independent learning and group activities. They will be held to high expectations regarding their quality of work and personal behavior. Nearly all work will be completed on state of the art computers with the latest operating system and application software. Students will be given opportunities to redo quizzes, projects, and writing assignments until they meet standards. Students will occasionally work in teams, but will be expected to complete individual assignments in relation to the team's work. Students will use a variety of computer software to develop final animation movies while meeting core academic standards.

Course Units

Unit Project

Use of Tool Bar and Properties Panel

Drawing Skills (2D and 3D) Drawing Project

3 Rules of Animation Movie Scene Setup and Character Planning

Creating Animation..... Basic Animation Project

Symbols.....Day to Night

My Superfast Car
Animation Commercial
Holiday E-Card Project

Actionscript.....Children's Storybook

Technical Power Standards

1. Design, create and publish a digital communication product based on customer needs.
2. Analyze and create two and three-dimensional visual art forms using various media.
3. Analyze how the application of visual arts elements and principles of design communicate and express ideas.
4. Describe the history and evolution of the visual arts and its role in and impact on society
5. Apply the elements of the design process.

Academic Power Standards

6. Integrate and evaluate multiple sources of information presented in different media or formats (e.g., visually, quantitatively) as well as in words in order to address a question or solve a problem.
7. Follow precisely a complex multistep procedure when carrying out experiments, taking measurements, or performing technical tasks; analyze the specific results based on explanations in the text.
8. Analyze the structure of the relationships among concepts in a text, including relationships among key terms (e.g., *force*, *friction*, *reaction force*, *energy*).

21st Skills Power Standards

9. Apply appropriate academic and technical skills.
10. Utilize critical thinking to make sense of problems and persevere in solving them.

Course Rubric

Grade	Performance Descriptors
A	Consistently demonstrates an advanced level of quality. Shows mastery in evaluating, synthesizing, and applying the appropriate application software to solve the problem at hand. All components of the work are complete.
B	Consistently demonstrates an above average level of quality. Characterized by analysis and application of application software. Most of the components of the work are complete.
C	Demonstrates a proficient level of quality. Shows a recognition and comprehension of application software. Some components of the work are incomplete.
D	Demonstrates a basic level of quality. Shows limited understanding or comprehension of application software. Several components of the work may be incomplete or of poor quality.
F	Demonstrates a below basic level of quality. Shows little or no understanding or comprehension of application software. Many components of the work may be incomplete or of poor quality.

Course Grading Breakdown

Projects.....	50%
Classwork.....	40%
Quizzes and Tests	10%

Grading Scale:

A:	100-90%
B:	89-80%
C:	79-70%
D:	69-60%
F:	50-0%

Policy for Re-Doing Work:

- If 50% of the entire class earns less than a 70%, a redo will be offered during class time after an in-class lesson.
- Anyone may redo a quiz anytime prior to one week before the end of the quarter. Students receiving less than a 70% MUST redo the quiz until a 70% or higher is achieved.
- Anyone may redo a project with prior arrangement within two weeks of original submission. Students receiving less than a 70% MUST redo the parts of the project that were either missing or below proficient level.
- Redo work is to be done on students time with teacher either before school, in A-lab, or after school if teacher is available.

Policy for Missing Work:

All missing work will be allowed to be made up for full credit throughout the course. Missing work resulting from absence will not affect the student's class grade for 3 days after the student returns to school. After the 3rd day is passed the student will receive a grade of incomplete which will be reflected in the student's class grade until the work is completed.

Extra Help

Any student falling below a C in the course will have an individual conference with the teacher outlining areas for student improvement and work that may need to be completed or redone in order to move the student to proficient level grade.

Students having multiple weeks of below a C in the course will be required to complete course work during non-class hours before school or during A-lab. Failure to comply with this plan will result in disciplinary action.

Student Expectations:

- All computer usage should be school appropriate and school related.
- Respect and appropriately use classroom materials
- Respect other student's in accordance with Elmwood Park High School student handbook
- Bathroom and Water Privileges are allowed during non-instruction time
- Water in a bottle is allowed in class, No other food or drink is allowed in class unless a documented medical condition is provided to the school
- Pick up garbage, return materials, and clean up work area on the way out of class