Foundations of Animation Course Syllabus

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Classroom: Room 305

Course Description:

This course prepares students to use artistic and technological foundations to create animations. The basic principles of digital animation are reviewed, including character development and story conception through production. Students learn the technical language used in the animation industry and basic animation methods. They will also learn techniques about various ways to plan, create, and prepare for animation in pre-production, production and post-production.

Course Credit: 1 Unit

Prerequisite: High School Computer Science Course

Learning Objective:

Given the necessary equipment, supplies, and facilities, the student will be able to successfully complete all of the Foundations of Animation state standards.

State Standards:

Timeline Meets Daily 90 Minutes	State Department of Education Competencies
3 Weeks	F. PURPOSE AND USES OF ANIMATION8 days B. STUDENT ORGANIZATIONS
3 Weeks	C. TECHNOLOGY KNOWLEDGE8 days G. DESIGN THEORIES AND FUNDAMENTALS8 days
5 Weeks	H. PRE-PRODUCTION: CONCEPT & DESIGN16 days I. PRE-PRODUCTION: STORYBOARDING11 days
7 Weeks	D. PERSONAL QUALITIES & EMPLOYABILITY SKILLS10 days J. PRODUCTION

(Estimated timeline and can vary based on class performance.)

Course Materials

- **Required Text:** Chun, Russell, *Adobe Animate CC 2017 release, Classroom In A Book*, Adobe, 2017 (The textbook will remain in the classroom at all times.)
- **Supplies:** Students should come to class with flash drive, pens and/or pencils, a folder with pockets, and a notebook with paper.
- **Computer Requirement:** One computer per student provided by school.

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Grading Components & Weights

Grades are updated weekly on PowerSchool.

Within <u>the course</u>, the grade components and the associated weights are as follows:

	First Quarter Final Grade	40%
	Second Quarter Final Grade	40%
\triangleright	Final Exam	<u>20%</u>
	1	100%

Within <u>each quarter</u>, the grade components and the associated weights are as follows:

Projects	45%
Classwork/Participation	35%
Tests/Quizzes	<u>20%</u>
	$1\overline{00\%}$

^{*}Classwork and participation grade includes completing all daily classwork as well as cooperation with classmates and to include no off task computer use such as playing games when classwork is not completed.

The assignment of letter grades is based on the South Carolina grading scale which follows:

$$A = 90-100$$
, $B = 80-89$, $C = 70-79$, $D = 60-69$, $F = 0-59$

Make-up Policy:

Assigned tests or other class assignments that a student misses due to an absence must be made up within **3 school days** after the student returns to school. If for any reason this work cannot be made up during this period of time, permission for an extension must be granted by the teacher. **Any assignments or test not completed in the specified time will receive a zero.** Students with unexcused absences, including suspended students, will be able to make-up any work missed during their absence. The student must inquire upon his/her return from an unexcused absence as to what assignments were missed and be willing to complete the make-up work the teacher specifies.