

West Linn–Wilsonville School District
The Arts (Communications/Technology) – Course Statement

<u>Course Title: Computer Animation II</u>	
Length of Course: Semester Number of Credits: 1 Grade Level: 9, 10, 11, 12 Prerequisites: Computer Animation I CIM Work Samples Offered in Course: Writing and speaking work samples	Date of Description/Revision: 2006
Course Overview	
<p>This course is an extension of Computer Animation I. Students will learn about developing story lines, creating computer characters, developing storyboards, and creating movement and computer sound bits. This class will involve planning, writing, group and individual work, problem solving, and creativity. Students will use the computer program <i>3ds Max</i>. The final project will consist of animations that are complete with audio. Each student will maintain an electronic portfolio, which will include all of his or her work throughout the semester.</p>	
Essential Questions	Concepts providing focus for student learning
<ul style="list-style-type: none"> • What is animation? • How do I know what is “good” animation? • Why do we create? • What do I find aesthetically pleasing? • What is an animator? • What makes a good story? • How do animators come up with ideas? • How can I best use the best elements and principles to visually depict my ideas? • How do people and animals move? 	
Proficiency Statements	
<p>Upon completion of course, students will be able to:</p> <ul style="list-style-type: none"> • Create computer characters that show emotion, move realistically, and ‘talk’ believably. • Create story lines that are interesting, non-violent, and are humorous or thought-provoking. • Work in a group using cooperation and problem solving skills. • Bring their story line to life using technology and knowledge of how people and animals move. • Add music, voiceovers, sound effects, transitions, and graphics, which help to tell the story. • Evaluate how the popular media are used to tell a story. 	

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- Evaluate what type of movies, television shows, and books they like best and why.
- Demonstrate knowledge of use of *AutoCAD*, *3ds Max*, computers, and editing programs.
- Evaluate the strengths and weaknesses of their own work and the works of others using critique skills.

General Course Topics/Units & Timeframes																			
<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 65%;">A. Re-Introduction to Use of <i>AutoCAD</i> and <i>3ds Max</i></td> <td style="width: 35%; text-align: right;">2 ½ weeks</td> </tr> <tr> <td>B. Facial Expressions Assignment</td> <td style="text-align: right;">1 week</td> </tr> <tr> <td>C. Talking Head Assignment</td> <td style="text-align: right;">1 week</td> </tr> <tr> <td>D. Walking Assignment</td> <td style="text-align: right;">1 week</td> </tr> <tr> <td>E. Idea Book Assignments – What makes a good story? Identify books, etc. you like and analyze story lines. Create your own storyline, character sketches, and analyses.</td> <td style="text-align: right; vertical-align: top;">Ongoing homework</td> </tr> <tr> <td>F. Write Group Storyline</td> <td style="text-align: right;">1 week</td> </tr> <tr> <td>G. Group Character Sketches/Analyses</td> <td style="text-align: right;">1 week</td> </tr> <tr> <td>H. Storyboards</td> <td style="text-align: right;">1 ½ weeks</td> </tr> <tr> <td>I. Final Movie – Tutorials and Creating Animation</td> <td style="text-align: right;">9 weeks</td> </tr> </table>	A. Re-Introduction to Use of <i>AutoCAD</i> and <i>3ds Max</i>	2 ½ weeks	B. Facial Expressions Assignment	1 week	C. Talking Head Assignment	1 week	D. Walking Assignment	1 week	E. Idea Book Assignments – What makes a good story? Identify books, etc. you like and analyze story lines. Create your own storyline, character sketches, and analyses.	Ongoing homework	F. Write Group Storyline	1 week	G. Group Character Sketches/Analyses	1 week	H. Storyboards	1 ½ weeks	I. Final Movie – Tutorials and Creating Animation	9 weeks	
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Resources																			
<ul style="list-style-type: none"> • Software: <i>3ds Max</i>; IMAGINiT Technologies • Other: Various animation books and periodicals 																			