

animation i2 gleneagle secondary



scope & sequence

This course builds upon the techniques and processes developed in Animation 11. Assignments will include hand-drawn character development, enhanced digital audio work, 'pixel' based animation, as well as extensive work in the 3D animation world. This course is open to students that have mastered the skills/knowledge covered in Animation 11. Medium to strong drawing skills will be beneficial. We will endeavor to keep to the following course chronology:

- Review of 12 Principles
- Enhanced audio production
- Character Design
- Pixel animation
- Compositing techniques
- 3D Animation

what to bring

- * 'soft' drawing pencils, 3B or 4B (multicolored), at least 1 HB (medium) and 1 4H (hard)...also a "fine liner" would be helpful.
- * drawing pad or sketch book, and some tracing paper (pad is best).
- * headphones
- * binder -or similar- with pockets/ compartments

extras:

- * usb drive
- * blank DVD-RW

other stuff

- * 90%-95% of your grade is based on the successful completion of assignments
- * all assignments are listed on the classroom website...check this site regularly.
- * work that is more than 5 days late will not be accepted...an alternate assignment will be given to replace late assignments.

