animation ii

gleneagle secondary

scope & sequence

This course provides an overview of current animation techniques and processes, both traditional and digital. Assignments will include hand-drawn sequences brought to life with image editing software, stop-motion animation sequences, as well as more complex 2D character animation using Flash MX. Creation of soundtracks will also be covered. This course is open to all students, but medium to strong drawing skills, and a basic knowledge of Photoshop, will be beneficial. We will endeavor to keep to the following course chronology:

- *Photoshop review*
- *Classical animation techniques*
- *Cell-based (drawn) animation*
- *Soundtrack production*
- *Stop Frame (tactile) animation*
- *Sprite (pixel) animation*
- *2-D Digital 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

- 85%-90% of your grade is based on the successful completion of animation assignments.
- all assignments are listed on the class-room website...it is your responsibility to 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. Students failing to submit the replacement assignment will earn no grade.