Animation 11 & 12
Units of Study

1) Introduction to The 12 Principles of Animation.
2) Set Design (Digital and Tactile)
3) Sound Design
4) Character Design (Digital and Tactile)
5) Sprite (pixel) Animation
6) Stop Frame Animation
7) 2 - D Animation
8) Compositing
9) 3 - D Animation

Animation 11:
Units 1, 2a, 2b, 3a, 4a, 6 and 7

Animation 12:
Units 3b, 4b, 5, 8 and 9

OR

Must Choose 5 of the 9 Units (instructor to review choices, with the option to adjust, where necessary)

Assignments within each unit:

Unit 1: Intro to 12 Principles	Unit 2: Set Design	Unit 3: Sound Design
• Sketch Book 1 • Sketch Book 2 • Find the Principles	2a) Backgrounds (Photoshop) 2b) Set construction 101	3a) Robot Soundtrack 3b) Enhanced audio production
Unit 4: Character Design	**Unit 5: Sprite Animation**	**Unit 6: Stop-Mo Animation**
4a) Puppet Design 4b) Sketch Book 3	• Pixel based animation using PIXEN or similar	• larger project...three animations to complete
Unit 7: 2D Animation	**Unit 8: Compositing**	**Unit 9: 3D Animation**
• Flash Tutorials • Flash Webisode	• using Blue/Green screen techniques in Final Cut Pro	• Animation Master Tutorials • 3D Animation project