Animation 2 Course Syllabus

<u>**Welcome to Animation Level 2:**</u> **Check out my website: www.granadapw.weebly.com**
This course is offered to students who want to learn about the history of animation and the artistic and technical aspects of visual arts through animation. This class takes students into the world of 2D computer-based and 3D computer-based animation with an emphasis on the elements and principles of art and the principles of animation. Throughout this trimester, students will also analyze work, present their work to peers, and research influential individuals in the world of animation.

<u>**Key Topics:**</u>
Students in Animation 2 will gain an understanding of video images and formats, digital animation concepts and techniques, 2D/3D modeling and animation software, drawing tablet use, sound recording, and techniques in editing video with audio. Students will be working individually, in randomly-assigned groups, and in self-chosen groups to create and edit projects. Students will be working with their assigned group for an entire project before changing groups. Students will occasionally be reading and discussing articles about animation and current issues, ethics, techniques, etc. The entire class will also view and discuss current and classic videos.

<u>**Contact Information:**</u>
I will be in room **608** for most of the day and in room **606** for a smaller portion of the day. I am generally available for students who need help before school. If you need specific assistance, please schedule an appointment. I may also be contacted email at **kpickering@lvjusd.org** or by phone: **925.606.4800** extension **3685.**

<u>**Supplies That Are Recommended:**</u>
- **Completed contracts and information**
- **Sturdy Binder:** Students will need at least one 1" - 2" firm binder to hold projects, scripts, readings, etc. A 3-ring, D-ring binder that zippers or folds completely closed is best, but with some care, students can use any 3-ring binder.
- **Composition Book - Blank:** Students will be drawing/sketching in and out of class. They will need this as soon as possible.

<u>**Supplies That Will Help:**</u>
- **A USB drawing tablet:** In all of our applications, students have the ability to draw with a mouse or share one of our twelve tablets. Students who prefer drawing with a tablet all of the time or work on projects at home might like a tablet of their own.
- **A USB mouse:** Some students are very particular about their mice. Blender requires a mouse with a left-click, right-click, and scroll wheel. Our mice will function for this, but as they get older, they do not function as well as mice cared for by a student themselves.

<u>**Donation:**</u>
We ask for a $20 donation for each trimester of the class. This donation helps us with routine maintenance on our equipment and computers, allows us to purchase new batteries, tablets, mice, hard drives, and memory. It also helps to provide materials (binders, comp books, and DVDs) to students who are in need of assistance. Our program is open to all students, regardless of the donation. If you are able to help other students by donating more, we thank you very much in advance. If you are able to help other students by donating more, we thank you very much in advance. This trimester, see the donation letter about other ways you can financially support our program through volunteerism.

<u>**Behavior:**</u>
In addition to the GHS Absolutes, students will be asked to adhere to the following rules unique to our classroom:
No food or drinks (even water) in the cubicles or computer lab.
No use of cell phones or any other electronics without prior teacher permission - either in the classroom or when on assignment. Students may ask to use devices immediately prior to calling, texting, or e-mailing if the reason is classroom related.
Attendance and punctuality are essential for success in the class.
Language must be civil and professional at all times.

Attendance / Participation / Open Lab Times:
There is a lot to cover in this course so students will need to actively participate during every class period to be successful. If a student needs to catch up, has been absent, or has had a "non-productive day", they should be attend open labs at lunch or before school to catch up. We offer some open lab times for students to catch up. Most open labs occur before school (7:15-8:00) or at lunch on Tuesdays & Thursdays. Please monitor the calendar of open lab times and take advantage of them whenever possible. Students may not bring friends to open lab. At lunch, all food must stay at the center tables.

Each trimester, students earn 100 points for attendance. Students lose 5 points for each unexcused absence and lose 3 points for each unexcused tardy. Attendance points may not be made up.

Use of School Equipment:
Students will be provided in-class access to computers, drawing tablets, and other electronics for use during the course. If a student damages or misuses the equipment during the course they will be expected to utilize their own equipment to complete the course and assignments. Students will also be able to check out equipment when working on assignments off campus. If a student brings their own equipment they are responsible for the care of that equipment.

Completion of Projects:
Students are expected to meet deadlines. A student's/group's grade will be docked 10% (one letter grade) if turned in late. If the assignment is more than one week late, a grade of 60% will automatically be assigned when it is turned in complete. There is a lot to cover in this course so students will need to be active in every class period to be successful.

Grading Policy:
Students will receive and be expected to complete a variety of individual, pair, and group projects. They will also have quizzes based on the content we are studying. Work may be turned in late following the late work guidelines. Work turned in up to 1 week late receive a deduction of 10%. Work turned in up to 2 weeks late will be deducted 20%. Late work will not be accepted after the 3rd week it was assigned.. *Extra Credit may only be earned if a student completes all individual and group projects. The final exam will count as 10% of their overall grade. Attendance & Promptness will count as 10% of their overall grade.*

Rubrics/Grading Guidelines:
There will generally be a rubric set up for each project. Rubrics/Grading Guidelines will be provided with the project requirements. Students/groups will turn in the assignment for grading according to the rubric. This will include a self evaluation and will normally include peer reviews. While critiques on individual projects will not adversely impact the overall grade, it will provide feedback as to the progress of the student in their ability to independently create quality work. Peer and self critiques on group projects *will* affect an individual student's portion of the assignment grade.

Deadlines:
Projects in our Animation 2 class happen in multiple stages. In order for a student to have materials to begin the second part of a project, they obviously must complete the first part of that project. Students can fall behind easily if they do not keep track of their calendars and our timelines. If you have other courses with regular homework or large projects, track your calendar carefully and pace yourself. Keep an eye on deadlines.

Final Exam:
The final exam will contain information on concepts that all students are expected to master during the course. The final exam will count for approximately 10% of their trimester grade.

PowerSchool/SchoolLoop:
I utilize SchoolLoop to post most assignments and due dates. Assignments (especially projects) take a considerable amount of time to grade. Because of this, you will find up to a two-week delay before assignments are graded or posted. Feel free to ask if I've received your assignment. I will be updating grades on SchoolLoop every three weeks.