Course of Study 2-D Computer Art & Animation

Course Description:

In 2-D Computer Art & Animation, students will learn the principles of 2-D animation while creating projects using Adobe Flash. Through various projects, students will utilize skills acquired in academic courses while creating computerized animations.

Course Credit:

This course counts as 1/2 credit of General Elective or Technology or Art.

Purpose of Course:

In 2-D Computer Art & Animation, students will learn the principles of 2-D animation while creating projects using Adobe Flash. The course is learned through hands-on instructions while emphasizing student creativity. Through various projects, students will utilize skills acquired in academic courses while creating computerized animations. Students learn the process of production from writing the script, to rendering the final product.

Course Content:

Here organize course by units and clusters with accompanying CCSS.

Unit	Standard Clusters
Utilize the basic principles of 2-D animation	Explain the principles of continuity, key frames, motion paths, and motion
	Create special effects and virtual navigation
	Identify available animation software programs/tools
	Create 2-D sprite animation
	Discuss the principles of cell animation
	 Explain timelines, key frames, and objects in animation
Develop animated	Design a character based on a narrative context
characters	Develop characters in accordance with designs
	Animate a character so as to express its nature
	Capture motion
	Design 2-D characters
Demonstrate knowledge of virtual environment	Explain the basic principles of virtual environment
	Explain the principles of geometry relative to virtual environment
	Differentiate virtual environment files format
	Manage polygon resources
	Create a basic virtual environment
Demonstrate animated	Design a user-friendly website
Webpage	Animate characters in the design
	Customize a website given customer's specifications