**CTE** **Model** **Curriculum** **Worksheet**

Title: **Basic** **Character** **Animation** (FAST TRACK: Certificate in one year)

Total units **18** *(all* *units* *are* *semester* *units)*

Award Type (*indicate* *one)*:

\_\_\_AA \_\_\*AS \_\_Low-Unit Certificate \*AS should be used for CTE and STEM.

**“Core”** **Courses:**

\_X\_\_Certificate (≥12units)

**12** units

|  |  |  |
| --- | --- | --- |
| **Title** **(units)** | **C-ID** **Designation** | **Rationale** |
| Intro to Digital Media (3) | DMGR 100 X | Industry Standards & Expectations |
| Intro to Digital Design Principles (3) | DMGR 110 X | Industry Standards & Expectations |
| Intro to Social Media (3) | DMGR 120 X | Industry Standards & Expectations |
| DM Business Basics & Portfolio (3) | DMGR 130 X | Industry Standards & Expectations |

**SelectALLcoursesfromthefollowing:** **6** units

|  |  |  |
| --- | --- | --- |
| Character Development (3) | See Sample Course | Adobe Character Animator |
| Animation Basics (3) | See Sample Course | Adobe Animate |

**FIRST SEMESTER EXAMPLE**

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| --- | --- | --- |
| Intro to Digital Media (3) | DMGR 100X |  |
| Design Principles (3) | DMGR 110X |  |
| Intro to Social Media (3) | DMGR 120X |  |

**FINAL SEMESTER EXAMPLE**

|  |  |  |
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| Character Development (3) | See Sample Course |  |
| DM Business Basics & Portfolio (3) | DMGR 130X |  |
| Animation Basics (3) | See Sample Course |  |

**CHARACTER DEVELOPMENT - SAMPLE** **COURSE**

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| Discipline: Digital Media Graphics (DMGR) | Proposed Sub-discipline (if applicable): | |
| General Course Title: **Character** **Development** | | Min. Units 3 |
| **GENERAL COURSE DESCRIPTION**  Students learn hands on skills to create a stylized, animated character using a work of art and webcam. | | |
| **JUSTIFICATION**  Professional animator, video content creator, educators, gamers, graphic designers, or illustrators who work in the media and entertainment industry need to learn how to bring a 2D character to life. | | |
| Required Prerequisites: Digital Imaging | | |
| **COURSE CONTENT**   * Software interface * Animation workflow * Character profile * Character drawing styles * Importing from other software * Puppet creation standards * Behaviors * Fundamentals of character development * Recording and editing sounds * Working with physics * Character storyline development * Exporting a project to video | | |
| **COURSE OBJECTIVES**  *At* *the* *conclusion* *of* *this* *course,* *the* *student* *should* *be* *able* *to:*  1. Develop a character profile  2. Convert 2D drawing into animated puppet telling a story  3. Record and edit sound in performances  4. Export to video | | |
| **METHODS OF EVALUATION**   1. Written Assignments 2. Projects (solo/group) 3. Problem Solving 4. Exercises 5. Quizzes/Exams | | |
| **TEXTBOOKS**  OER Materials **-OR-**  *Cartoon* *Animation* by Preston Blair  **-OR-**  *Draw* *Manga* *Step* *by Step*  by Sweatdrop Studios | | |

**ANIMATION BASICS - SAMPLE** **COURSE**

|  |  |  |
| --- | --- | --- |
| Discipline: Digital Media Graphics (DMGR) | Proposed Sub-discipline (if applicable): | |
| General Course Title: **Animation Basics** | | Min. Units 3 |
| **GENERAL COURSE DESCRIPTION**  Fundamental principles of animation. Study of the basic theory and mechanics of the discipline. Development of simple animation. Fundamentals of character design, storyboarding, visual storytelling, and layout. Techniques such as stop-motion, onionskin, follow-through and rotoscoping using industry-standard computer animation applications. | | |
| **JUSTIFICATION**  Animation is a highly desired skill in the industry of advertising, filmmaking, web development and gaming. | | |
| Required Prerequisites: Digital Illustration | | |
| **COURSE CONTENT**  • Brief history of animation including types of animation  • Animation software workspace and interface features  • Animation terminology  • Principles of Animation  • Design & Production Plan: Story idea, script, storyboard to final animation  • Create and prepare documents  • Staging; using shape assets, symbols, assets, and effects  • Timing, keyframes and tweening  • Vector animations and movie clips  • Using text elements  • Understanding and using animation coding  • Critique animation projects  • Testing and publishing  • Promotion and Marketing | | |
| **COURSE OBJECTIVES**  *At* *the* *conclusion* *of* *this* *course,* *the* *student* *should* *be* *able* *to:*  1. Explore basic principles of animation, visual storytelling and storyboarding using industry digital animation applications.  2. Identify process, techniques and learning resources in Animation across applicable industry sectors.  3. Apply animation techniques to produce a personal project and output to video.  4. Analyze and evaluate, orally and in writing, animation artifacts utilizing the critique process. | | |
| **METHODS OF EVALUATION**  · Written Assignments  · Projects (solo/group)  · Problem Solving Exercises  · Quizzes/Exams | | |
| **TEXTBOOKS**  OER Materials  **-OR-**  *Learn Adobe Animate*  by Joseph Labrecque and Rob Schwartz  **-OR-**  *Adobe Animate Classroom in a Book*  By Russell Chun  **-AND-**  *The Animator's Survival Kit: A Manual of Methods, Principles and Formulas for Classical, Computer, Games, Stop Motion and Internet*  by Richard Williams | | |