Animation

Mr. Weisbrod   249-6732   2017/2018

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Course Overview

In 1937, Walt Disney and his brother released the first ever full-length animation, <u>Snow White and the Seven Dwarfs</u>. In that time, animations were hand-drawn and very costly and time-consuming to make. With the advent of computers and modern software, animation has become technically easier to produce, and more complicated and sophisticated.

During this course, we will look at the different techniques used to produce animation, from Walt Disney to present. You will gain experience with both drawn and computer-generated techniques. You will be able to work with flip-books, stop-motion, 2D and 3D computer animation. We will work in programs such as Photoshop, Animate, and Blender 3D. You will also get technical instruction in the basics of digital video types, frame rates, color theory, and the Elements and Principles of Art and Design. You will need to put the technical information together with your creativity to produce new and exciting "motion art."

Your Grade

Your grade in this class will come from two areas of artistic work:
- ➢ Homework: The planning of your projects, which will include some writing, storyboarding, and sketching.
- ➢ In-Class Projects: The actual process of making your ideas come to life using a variety of different animation techniques.

Expectations

- ➢ Come to class on time and use your class time productively
- ➢ Complete ALL assignments & participate in class discussions.
- ➢ Be honest and respectful to all members of the class, without exception.
- ➢ Experiment and take chances! You will learn far more and have a better sense of accomplishment by doing things you haven't done before.
- ➢ Be respectful of the equipment provided for the class. These computers are not your personal property and are used by hundreds of different students during the year.
- ➢ Practice the basic courtesy of putting things back where you found them, and keeping your materials and computer areas clean.

Supplies Needed

- ➢ 1 DVD-R at the end of class so that you can save your work and take it home.
- ➢ 1 two-pocket folder for handouts & notes.
- ➢ Always have a pencil in class ready to use, for sketching, notes, etc.