

Senior Cartooning & Animation Unit Plan Breakdown Fall

Unit	Description	Projects	Time	Behavioral Objects and Indicators	ELA/ Mathematics/CFM
<h3>Third Semester</h3>					
One	<p>History of Animation II</p> <p>Standards: NYS Visual Arts 1-2, 4 CDOS 3a 3b NYS ELA 1 ELA CCLS: RL4, RIT 4. RITS RL10/ RIT10, RIT11 W2, W6, W7</p>	<p>-Creation of a classic "Praxinoscope"</p> <p>-Create an animation sequence on cards with acetate overlays</p>	1	<p>Students will be able to:</p> <ul style="list-style-type: none"> -Write a research paper. -Engineer an Advanced Animation Machine Replica based on historic engineering -Demonstrate understanding of "Persistence of Vision." -Demonstrate knowledge of the fathers of animation: Muybridge, Winsor McCay, Disney. -Develop portfolio & reel 	<p>ELA: -Research paper -Understanding of History</p> <p>Math: -Apply transformations (rotate or turn, reflect or flip, translate or slide and dilate or scale) to geometric figures</p> <p>Career & Financial Management: Applying for a job Interviewing for a jobs. Evaluating a job offer.</p> <p><i>Exploring Careers & Financial Management Chapter 11</i></p>
Two	<p>ANIMATION DESIGN TOONBOOM STORY-BOARD PRO Modules 9-12</p> <p>TOON BOOM WORK- BOOK Modules 14, 21, 26</p> <p>Standards:</p>	<p>-Script Writing</p> <p>-Character Design (Action Poses)</p> <p>-Prop Design</p> <p>-Background Design:</p>	3	<p>Students will be able to:</p> <ul style="list-style-type: none"> -Identify pre-visualization and/or conceptual design techniques to tell a story -Identify the importance of storyboards/animatic for an animated sequence -Focus on the elements and the principles of design for a 	<p>ELA: Script writing. Develop a piece of fiction</p> <p>Math: Timing Calculations. Programming using algebraic equations.</p> <p>Career & Financial</p>

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Three	<p>POST-PRODUCTION TOONBOOM STORY-BOARD PRO Modules 13-16</p> <p>TOON BOOM WORKBOOK Modules 30</p> <p>Standards: NYS Visual Arts 1-2, CDOS, 3a 3b NYS ELA 1, 2 ELA CCLS RL4, RIT 4. RITS RL10/ RIT10, RIT11 W3, W5, W6, W9, W11</p>	<p>-Post Production Techniques used in the industry</p> <p>-News Clip Dynamics -Stadium Animations</p> <p>-Integrating <i>Adobe Creative Suite</i> into post-production pipeline, particularly: -<i>Photoshop</i> -<i>Premiere</i> -<i>After Effects</i></p>	3	<p>Students will be able to:</p> <p>-Demonstrate competency in <i>Adobe After Effects</i></p> <p>-Produce Content on Blue-Ray and DVD</p> <p>-Integrate <i>Creative Suite</i> into animation practice. -Demonstrate how to backup files</p> <p>-Demonstrate how to set a project folder</p> <p>-Demonstrate how to group objects</p> <p>-Understand how to work in a team</p>	<p>ELA: Technical note taking Ability to Compare & Contrast Provide information in conversations and in group discussions</p> <p>Math: Timing Calculations. Programming using algebraic equations.</p> <p>Career & Financial Management: Work relationships Performance review On-going training Asking for a raise and/or promotion</p> <p>Changing careers. <i>Exploring Careers & Financial Management Chapter 12</i></p>

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Four	<p>TOON BOOM ANIMATE PRO</p> <p>REVIEW TOONBOOM STORYBOARD PRO</p> <p>Modules 17-21</p> <p>Standards: NYS Visual Arts 1-2, CDOS, 3a 3b NYS ELA 1, 2 ELA CCLS RL4, RIT 4. RITS RL10/ RIT10, RIT11 W3, W5, W6, W9, W11</p>	<p>-Create an Animated Short suitable for the Advertising Market using <i>Toon Boom Animate Pro</i></p> <p>-Animation should include an introduction, with credits.</p> <p>-Use Tool Sets in <i>ToonBoom StoryBoard Pro</i>.</p> <p>-Use <i>Garage Band</i> and Music</p>	4	<p>Students will be able to:</p> <ul style="list-style-type: none"> -Develop a Commercial -Experiment with Animation prepared for Smartmedia -Revise work based on a client's reaction -Demonstrate use of verbal communication skills: word choice, pitch, feeling, tone and voice -Develop their portfolio & reel 	<p>ELA: Script writing</p> <p>Math: Apply transformations (rotate or turn, reflect or flip, translate or slide and dilate or scale) to geometric figures.</p> <p>Calculating music placement</p> <p>Career & Financial Management: Productive Careers Being a worker among workers Time Management Workplace conflict Rights & Responsibilities History of Unionized Labor.</p> <p><i>Exploring Careers & Financial Management</i> Chapter 13</p>

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Five	<p>3D VISUALIZATION & ANIMATION CERTIFICATION PART I</p> <p>-Introduction to 3D Modeling</p> <p>-Introduction to Rendering Engines</p> <p>-Introduction to Playblasts</p> <p>Standards: NYS Visual Arts 1-2, CDOS, 3a 3b NYS ELA 1, 2 ELA CCLS RL4, RIT 4. RITS RL10/ RIT10, RIT11 W3, W5, W6, W9, W11</p>	<p>-Review basic Maya toolset.</p> <p>-How to use the Hypershader</p> <p>-How to use the Graph editor.</p> <p>-Watch the Video tutorial on Low poly bird.</p> <p>-Binding the skin.</p> <p>-How to use UV textures</p> <p>-How to use Hypergraph</p> <p>-Using the Keyframer</p>	9	<p>Students will be able to:</p> <p>-Create a polygonal model with clean edge flow -Utilize 2D and 3D procedural textures</p> <p>-Demonstrate competency in the use of Mental-Ray and other similar engines</p> <p>-Demonstrate knowledge of the importance of mapping</p> <p>-Utilize bitmaps as your textures</p> <p>-Demonstrate the importance of alpha channels in maps</p> <p>-Demonstrate knowledge of different shaders such as Blinn, Phong, and Anisotropic</p>	<p>ELA: Technical note taking</p> <p>Math: Measure angles.</p> <p>Construct three-dimensional models</p> <p>Solve problems involving symmetry and transformation</p> <p>Career & Financial Management: Staying healthy Lifestyle choices Lifelong learning What is health insurance? Living in the community. Commuting</p> <p><i>Exploring Careers & Financial Management Chapter 14</i></p>