Name: Robert Lefrandt	Grading Quarter: 4	Week Beginning: Week2 03/25/2024
School Year: 2023-24	Subject: Digital Animation	

Monday	Notes: Instructional Framework Domain Content Creation Instructional Time: 50-60% https://www.azed.gov/sites/default/files/2021/07/DigitalAnimationIF10030400.pdf **STANDARD 4.0 UTILIZE TECHNOLOGY TO MANAGE PRINCIPLES, ACTIVITIES, AND TRENDS IN DIGITAL ANIMATION** Software package awareness and application ○ Visual development (Photoshop, Gimp, Krita) **Domain2: Pre-Production and Basic Principles** Instructional Time: 15-20% **STANDARD 5.0** ENGAGE IN PRE-PRODUCTION/PLANNING PHASE OF CONTENT CREATION IN DIGITAL ANIMATION 5.7 Apply basic anatomy to figure drawing and character design -Primitive shapes make up humans and animals 5.8 Develop concept art for all key (priority) assets (e.g., thumbnails and silhouette sketches) -Character sheets **STANDARD 9.0** **STANDARD 10.0** **STANDARD 11.0**	**03/25/2024 Digital Animation -** **Objective:** Students use computer applications and related visual and sound imaging techniques to create animations and other visual effects for television, movies, **video games**, and other media. **Lesson Overview:** Use Scratch3 as Online Course for creating Video Games. • Jumping Game, Catch Game (Scratch Team Tutorials Youtube) Use "Scratch 3 Programming Playground" • Rainbow Lines, Maze 1 Player, Maze 2 Player, Basketball Gravity-Physics, Brick Breaker, Asteroid Breaker, *__Advance Platformer__, Where To Go From Here… • Top Down View – Race car, Frogger, etc... Apply what learned to Scratch created Project Game(s) to other Programming Languages: • Javascript, **phaser.io,** Python, C# **Custom/Modify: Jumping, Catch, other Game(s) 2D/3D:** Create your own background: • Use Scratch Vector • Use Scratch Bitmap Create your own Sprite (characters) **non/rigging**: Cycle: • Walk2 legged, 4 legged • car wheels ◦ Use Scratch Vector ◦ Use Scratch Bitmap *****Blender 2D/3D Modeling: Youtube Tutorials***** Other options to create sprites/characters and backgrounds: MS Powerpoint, MS Paint, Inkscape, GIMP, Krita, Blender-2D: Grease Pencil & 3D: sculpt, model STANDARD 1.0 ANALYZE THE COMMUNICATION MEDIA TECHNOLOGIES INDUSTRY, ITS BUSINESS PRACTICES, AND ITS ROLE IN THE ECONOMY **1.1** Investigate the history and evolution of the Communication MediaTech **1.10** Identify professions that comprise the Communication Media Technologies industry (i.e., animation, broadcasting, film-making, graphic design, illustration, music and audio production, digital imaging, printing, publishing, etc.) Technologies industry (i.e., technology, processes, production, etc.) STANDARD 2.0 INVESTIGATE INTELLECTUAL PROPERTY (IP) LAW AND RIGHTS MANAGEMENT 2.1 Identify current legal issues in media professions 2.2 Examine intellectual property law and its ramifications (e.g., copyright, free and fair use, and licensing) 2.3 Explain plagiarism and its effects in business STANDARD 3.0 DEMONSTRATE CLIENT/SERVICE PROVIDER PRACTICES APPROPRIATE TO DIGITAL ANIMATION 3.1 Use industry terminology appropriate to the work environment STANDARD 4.0 UTILIZE TECHNOLOGY TO MANAGE PRINCIPLES, ACTIVITIES, AND TRENDS IN DIGITAL ANIMATION 4.1 Select appropriate software and hardware for specific work tasks (i.e., time management, customer services records, media projects, etc.) STANDARD 5.0 ENGAGE IN PRE-PRODUCTION/PLANNING PHASE OF CONTENT CREATION IN DIGITAL ANIMATION 5.1 Interpret a design brief (e.g., art styles, platform specifications, asset lists, and priorities) STANDARD 6.0 IMPLEMENT PLANS FOR THE CREATION OF CONTENT USING MODELING, TEXTURING, AND LIGHTING TECHNIQUES 6.1 Explain the animation pipeline and its stages STANDARD 9.0 DELIVER/DISTRIBUTE CONTENT USING VARIOUS MEDIA IN ACCORDANCE WITH CLIENT EXPECTATIONS IN DIGITAL ANIMATION 9.1 Identify various file formats and their advantages and disadvantages STANDARD 10.0 MONITOR QUALITY ASSURANCE OF CONTENT CREATION CONCURRENT WITH ALL PHASES OF PRODUCTION IN DIGITAL ANIMATION 10.1 Critique delivered content for artisanship, effectiveness, and tone (i.e., concept art, storyboards, textures, models, images, rendered animations, etc.) STANDARD 11.0 PRESENT TO SELECTED AUDIENCE(S) USING DIGITAL ANIMATION 11.1 Structure and develop a portfolio and/or demo reel of an appropriate subject matter and quality	**Academic Standards:** www.azed.gov/cte/an/ **STANDARD 1.0** ANALYZE THE COMMUNICATION MEDIA TECHNOLOGIES INDUSTRY, ITS BUSINESS PRACTICES, AND ITS ROLE IN THE ECONOMY **STANDARD 2.0** INVESTIGATE INTELLECTUAL PROPERTY (IP) LAW AND RIGHTS MANAGEMENT **STANDARD 3.0** DEMONSTRATE CLIENT/SERVICE PROVIDER PRACTICES APPROPRIATE TO DIGITAL ANIMATION **STANDARD 4.0** UTILIZE TECHNOLOGY TO MANAGE PRINCIPLES, ACTIVITIES, AND TRENDS IN DIGITAL ANIMATION **STANDARD 5.0** ENGAGE IN PRE-PRODUCTION/PLANNING PHASE OF CONTENT CREATION IN DIGITAL ANIMATION **STANDARD 6.0** IMPLEMENT PLANS FOR THE CREATION OF CONTENT USING MODELING, TEXTURING, AND LIGHTING TECHNIQUES **STANDARD 7.0** IMPLEMENT PLANS FOR THE CREATION AND DELIVERY OF CONTENT USING VARIOUS RIGGING AND ANIMATION TECHNIQUES AS WELL AS DYNAMIC SIMULATION AND RENDERING **STANDARD 8.0** PERFORM TASKS IN POST-PRODUCTION PHASE OF REFINEMENT IN DIGITAL ANIMATION **STANDARD 9.0** DELIVER/DISTRIBUTE CONTENT USING VARIOUS MEDIA IN ACCORDANCE WITH CLIENT EXPECTATIONS IN DIGITAL ANIMATION **STANDARD 10.0** MONITOR QUALITY ASSURANCE OF CONTENT CREATION CONCURRENT WITH ALL PHASES OF PRODUCTION IN DIGITAL ANIMATION **STANDARD 11.0** PRESENT TO SELECTED AUDIENCE(S) USING DIGITAL ANIMATION

Tuesday	Notes: Instructional Framework Domain Content Creation Instructional Time: 50-60% https://www.azed.gov/sites/default/files/2021/07/DigitalAnimationIF10030400.pdf **STANDARD 4.0 UTILIZE TECHNOLOGY TO MANAGE PRINCIPLES, ACTIVITIES, AND TRENDS IN DIGITAL ANIMATION** Software package awareness and application ○ Visual development (Photoshop, Gimp, Krita) **Domain2: Pre-Production and Basic Principles** Instructional Time: 15-20% **STANDARD 5.0** ENGAGE IN PRE-PRODUCTION/PLANNING PHASE OF CONTENT CREATION IN DIGITAL ANIMATION 5.7 Apply basic anatomy to figure drawing and character design -Primitive shapes make up humans and animals 5.8 Develop concept art for all key (priority) assets (e.g., thumbnails and silhouette sketches) -Character sheets **STANDARD 9.0** **STANDARD 10.0** **STANDARD 11.0**	**03/26/2024 Digital Animation -** **Objective:** Students use computer applications and related visual and sound imaging techniques to create animations and other visual effects for television, movies, **video games**, and other media. **Lesson Overview:** Use Scratch3 as Online Course for creating Video Games. • Jumping Game, Catch Game (Scratch Team Tutorials Youtube) Use "Scratch 3 Programming Playground" • Rainbow Lines, Maze 1 Player, Maze 2 Player, Basketball Gravity-Physics, Brick Breaker, Asteroid Breaker, *__Advance Platformer__, Where To Go From Here… • Top Down View – Race car, Frogger, etc... Apply what learned to Scratch created Project Game(s) to other Programming Languages: • Javascript, **phaser.io,** Python, C# **<u>Custom/Modify: Jumping, Catch, other Game(s) 2D/3D:</u>** Create your own background: • Use Scratch Vector • Use Scratch Bitmap Create your own Sprite (characters) **non/rigging**: Cycle: • Walk2 legged, 4 legged • car wheels ◦ Use Scratch Vector ◦ Use Scratch Bitmap *****Blender 2D/3D Modeling: Youtube Tutorials***** <u>Other options to create sprites/characters and backgrounds:</u> MS Powerpoint, MS Paint, Inkscape, GIMP, Krita, Blender-2D: Grease Pencil & 3D: sculpt, model STANDARD 1.0 ANALYZE THE COMMUNICATION MEDIA TECHNOLOGIES INDUSTRY, ITS BUSINESS PRACTICES, AND ITS ROLE IN THE ECONOMY **1.1** Investigate the history and evolution of the Communication MediaTech **1.10** Identify professions that comprise the Communication Media Technologies industry (i.e., animation, broadcasting, film-making, graphic design, illustration, music and audio production, digital imaging, printing, publishing, etc.) Technologies industry (i.e., technology, processes, production, etc.) STANDARD 2.0 INVESTIGATE INTELLECTUAL PROPERTY (IP) LAW AND RIGHTS MANAGEMENT 2.1 Identify current legal issues in media professions 2.2 Examine intellectual property law and its ramifications (e.g., copyright, free and fair use, and licensing) 2.3 Explain plagiarism and its effects in business STANDARD 3.0 DEMONSTRATE CLIENT/SERVICE PROVIDER PRACTICES APPROPRIATE TO DIGITAL ANIMATION 3.1 Use industry terminology appropriate to the work environment STANDARD 4.0 UTILIZE TECHNOLOGY TO MANAGE PRINCIPLES, ACTIVITIES, AND TRENDS IN DIGITAL ANIMATION 4.1 Select appropriate software and hardware for specific work tasks (i.e., time management, customer services records, media projects, etc.) STANDARD 5.0 ENGAGE IN PRE-PRODUCTION/PLANNING PHASE OF CONTENT CREATION IN DIGITAL ANIMATION 5.1 Interpret a design brief (e.g., art styles, platform specifications, asset lists, and priorities) STANDARD 6.0 IMPLEMENT PLANS FOR THE CREATION OF CONTENT USING MODELING, TEXTURING, AND LIGHTING TECHNIQUES 6.1 Explain the animation pipeline and its stages STANDARD 9.0 DELIVER/DISTRIBUTE CONTENT USING VARIOUS MEDIA IN ACCORDANCE WITH CLIENT EXPECTATIONS IN DIGITAL ANIMATION 9.1 Identify various file formats and their advantages and disadvantages STANDARD 10.0 MONITOR QUALITY ASSURANCE OF CONTENT CREATION CONCURRENT WITH ALL PHASES OF PRODUCTION IN DIGITAL ANIMATION 10.1 Critique delivered content for artisanship, effectiveness, and tone (i.e., concept art, storyboards, textures, models, images, rendered animations, etc.) STANDARD 11.0 PRESENT TO SELECTED AUDIENCE(S) USING DIGITAL ANIMATION 11.1 Structure and develop a portfolio and/or demo reel of an appropriate subject matter and quality	**Academic Standards:** www.azed.gov/cte/an/ **STANDARD 1.0** ANALYZE THE COMMUNICATION MEDIA TECHNOLOGIES INDUSTRY, ITS BUSINESS PRACTICES, AND ITS ROLE IN THE ECONOMY **STANDARD 2.0** INVESTIGATE INTELLECTUAL PROPERTY (IP) LAW AND RIGHTS MANAGEMENT **STANDARD 3.0** DEMONSTRATE CLIENT/SERVICE PROVIDER PRACTICES APPROPRIATE TO DIGITAL ANIMATION **STANDARD 4.0** UTILIZE TECHNOLOGY TO MANAGE PRINCIPLES, ACTIVITIES, AND TRENDS IN DIGITAL ANIMATION **STANDARD 5.0** ENGAGE IN PRE-PRODUCTION/PLANNING PHASE OF CONTENT CREATION IN DIGITAL ANIMATION **STANDARD 6.0** IMPLEMENT PLANS FOR THE CREATION OF CONTENT USING MODELING, TEXTURING, AND LIGHTING TECHNIQUES **STANDARD 7.0** IMPLEMENT PLANS FOR THE CREATION AND DELIVERY OF CONTENT USING VARIOUS RIGGING AND ANIMATION TECHNIQUES AS WELL AS DYNAMIC SIMULATION AND RENDERING **STANDARD 8.0** PERFORM TASKS IN POST-PRODUCTION PHASE OF REFINEMENT IN DIGITAL ANIMATION **STANDARD 9.0** DELIVER/DISTRIBUTE CONTENT USING VARIOUS MEDIA IN ACCORDANCE WITH CLIENT EXPECTATIONS IN DIGITAL ANIMATION **STANDARD 10.0** MONITOR QUALITY ASSURANCE OF CONTENT CREATION CONCURRENT WITH ALL PHASES OF PRODUCTION IN DIGITAL ANIMATION **STANDARD 11.0** PRESENT TO SELECTED AUDIENCE(S) USING DIGITAL ANIMATION

Wednesday	Notes: Instructional Framework Domain Content Creation Instructional Time: 50-60% https://www.azed.gov/sites/default/files/2021/07/DigitalAnimationIF10030400.pdf **STANDARD 4.0 UTILIZE TECHNOLOGY TO MANAGE PRINCIPLES, ACTIVITIES, AND TRENDS IN DIGITAL ANIMATION** Software package awareness and application ○ Visual development (Photoshop, Gimp, Krita) **Domain2: Pre-Production and Basic Principles** Instructional Time: 15-20% **STANDARD 5.0** ENGAGE IN PRE-PRODUCTION/PLANNING PHASE OF CONTENT CREATION IN DIGITAL ANIMATION 5.7 Apply basic anatomy to figure drawing and character design -Primitive shapes make up humans and animals 5.8 Develop concept art for all key (priority) assets (e.g., thumbnails and silhouette sketches) -Character sheets **STANDARD 9.0** **STANDARD 10.0** **STANDARD 11.0**	**03/27/2024 – Digital Animation -** **Objective:** Students use computer applications and related visual and sound imaging techniques to create animations and other visual effects for television, movies, **video games**, and other media. **Lesson Overview:** Use Scratch3 as Online Course for creating Video Games. • Jumping Game, Catch Game (Scratch Team Tutorials Youtube) Use "Scratch 3 Programming Playground" • Rainbow Lines, Maze 1 Player, Maze 2 Player, Basketball Gravity-Physics, Brick Breaker, Asteroid Breaker, ***Advance Platformer**, Where To Go From Here… • Top Down View – Race car, Frogger, etc... Apply what learned to Scratch created Project Game(s) to other Programming Languages: • Javascript, **phaser.io,** Python, C# **<u>Custom/Modify: Jumping, Catch, other Game(s) 2D/3D:</u>** Create your own background: • Use Scratch Vector • Use Scratch Bitmap Create your own Sprite (characters) **non/rigging**: Cycle: • Walk2 legged, 4 legged • car wheels ◦ Use Scratch Vector ◦ Use Scratch Bitmap *****Blender 2D/3D Modeling: Youtube Tutorials***** <u>Other options to create sprites/characters and backgrounds:</u> MS Powerpoint, MS Paint, Inkscape, GIMP, Krita, Blender-2D: Grease Pencil & 3D: sculpt, model STANDARD 1.0 ANALYZE THE COMMUNICATION MEDIA TECHNOLOGIES INDUSTRY, ITS BUSINESS PRACTICES, AND ITS ROLE IN THE ECONOMY **1.1** Investigate the history and evolution of the Communication MediaTech **1.10** Identify professions that comprise the Communication Media Technologies industry (i.e., animation, broadcasting, film-making, graphic design, illustration, music and audio production, digital imaging, printing, publishing, etc.) Technologies industry (i.e., technology, processes, production, etc.) STANDARD 2.0 INVESTIGATE INTELLECTUAL PROPERTY (IP) LAW AND RIGHTS MANAGEMENT 2.1 Identify current legal issues in media professions 2.2 Examine intellectual property law and its ramifications (e.g., copyright, free and fair use, and licensing) 2.3 Explain plagiarism and its effects in business STANDARD 3.0 DEMONSTRATE CLIENT/SERVICE PROVIDER PRACTICES APPROPRIATE TO DIGITAL ANIMATION 3.1 Use industry terminology appropriate to the work environment STANDARD 4.0 UTILIZE TECHNOLOGY TO MANAGE PRINCIPLES, ACTIVITIES, AND TRENDS IN DIGITAL ANIMATION 4.1 Select appropriate software and hardware for specific work tasks (i.e., time management, customer services records, media projects, etc.) STANDARD 5.0 ENGAGE IN PRE-PRODUCTION/PLANNING PHASE OF CONTENT CREATION IN DIGITAL ANIMATION 5.1 Interpret a design brief (e.g., art styles, platform specifications, asset lists, and priorities) STANDARD 6.0 IMPLEMENT PLANS FOR THE CREATION OF CONTENT USING MODELING, TEXTURING, AND LIGHTING TECHNIQUES 6.1 Explain the animation pipeline and its stages STANDARD 9.0 DELIVER/DISTRIBUTE CONTENT USING VARIOUS MEDIA IN ACCORDANCE WITH CLIENT EXPECTATIONS IN DIGITAL ANIMATION 9.1 Identify various file formats and their advantages and disadvantages STANDARD 10.0 MONITOR QUALITY ASSURANCE OF CONTENT CREATION CONCURRENT WITH ALL PHASES OF PRODUCTION IN DIGITAL ANIMATION 10.1 Critique delivered content for artisanship, effectiveness, and tone (i.e., concept art, storyboards, textures, models, images, rendered animations, etc.) STANDARD 11.0 PRESENT TO SELECTED AUDIENCE(S) USING DIGITAL ANIMATION 11.1 Structure and develop a portfolio and/or demo reel of an appropriate subject matter and quality	**Academic Standards:** www.azed.gov/cte/an/ **STANDARD 1.0** ANALYZE THE COMMUNICATION MEDIA TECHNOLOGIES INDUSTRY, ITS BUSINESS PRACTICES, AND ITS ROLE IN THE ECONOMY **STANDARD 2.0** INVESTIGATE INTELLECTUAL PROPERTY (IP) LAW AND RIGHTS MANAGEMENT **STANDARD 3.0** DEMONSTRATE CLIENT/SERVICE PROVIDER PRACTICES APPROPRIATE TO DIGITAL ANIMATION **STANDARD 4.0** UTILIZE TECHNOLOGY TO MANAGE PRINCIPLES, ACTIVITIES, AND TRENDS IN DIGITAL ANIMATION **STANDARD 5.0** ENGAGE IN PRE-PRODUCTION/PLANNING PHASE OF CONTENT CREATION IN DIGITAL ANIMATION **STANDARD 6.0** IMPLEMENT PLANS FOR THE CREATION OF CONTENT USING MODELING, TEXTURING, AND LIGHTING TECHNIQUES **STANDARD 7.0** IMPLEMENT PLANS FOR THE CREATION AND DELIVERY OF CONTENT USING VARIOUS RIGGING AND ANIMATION TECHNIQUES AS WELL AS DYNAMIC SIMULATION AND RENDERING **STANDARD 8.0** PERFORM TASKS IN POST-PRODUCTION PHASE OF REFINEMENT IN DIGITAL ANIMATION **STANDARD 9.0** DELIVER/DISTRIBUTE CONTENT USING VARIOUS MEDIA IN ACCORDANCE WITH CLIENT EXPECTATIONS IN DIGITAL ANIMATION **STANDARD 10.0** MONITOR QUALITY ASSURANCE OF CONTENT CREATION CONCURRENT WITH ALL PHASES OF PRODUCTION IN DIGITAL ANIMATION **STANDARD 11.0** PRESENT TO SELECTED AUDIENCE(S) USING DIGITAL ANIMATION

Thursday	Notes: Instructional Framework Domain Content Creation Instructional Time: 50-60% https://www.azed.gov/sites/default/files/2021/07/DigitalAnimationIF10030400.pdf **STANDARD 4.0 UTILIZE TECHNOLOGY TO MANAGE PRINCIPLES, ACTIVITIES, AND TRENDS IN DIGITAL ANIMATION** Software package awareness and application ○ Visual development (Photoshop, Gimp, Krita) **Domain2: Pre-Production and Basic Principles** Instructional Time: 15-20% **STANDARD 5.0** ENGAGE IN PRE-PRODUCTION/PLANNING PHASE OF CONTENT CREATION IN DIGITAL ANIMATION 5.7 Apply basic anatomy to figure drawing and character design -Primitive shapes make up humans and animals 5.8 Develop concept art for all key (priority) assets (e.g., thumbnails and silhouette sketches) -Character sheets **STANDARD 9.0** **STANDARD 10.0** **STANDARD 11.0**	**03/28/2024 Digital Animation-** **Objective:** Students use computer applications and related visual and sound imaging techniques to create animations and other visual effects for television, movies, **video games**, and other media. **Lesson Overview:** Use Scratch3 as Online Course for creating Video Games. • Jumping Game, Catch Game (Scratch Team Tutorials Youtube) Use "Scratch 3 Programming Playground" • Rainbow Lines, Maze 1 Player, Maze 2 Player, Basketball Gravity-Physics, Brick Breaker, Asteroid Breaker, ***Advance Platformer**, Where To Go From Here… • Top Down View – Race car, Frogger, etc... Apply what learned to Scratch created Project Game(s) to other Programming Languages: • Javascript, **phaser.io,** Python, C# **<u>Custom/Modify: Jumping, Catch, other Game(s) 2D/3D:</u>** Create your own background: • Use Scratch Vector • Use Scratch Bitmap Create your own Sprite (characters) **non/rigging**: Cycle: • Walk2 legged, 4 legged • car wheels ◦ Use Scratch Vector ◦ Use Scratch Bitmap *****Blender 2D/3D Modeling: Youtube Tutorials***** <u>Other options to create sprites/characters and backgrounds:</u> MS Powerpoint, MS Paint, Inkscape, GIMP, Krita, Blender-2D: Grease Pencil & 3D: sculpt, model STANDARD 1.0 ANALYZE THE COMMUNICATION MEDIA TECHNOLOGIES INDUSTRY, ITS BUSINESS PRACTICES, AND ITS ROLE IN THE ECONOMY **1.1** Investigate the history and evolution of the Communication MediaTech **1.10** Identify professions that comprise the Communication Media Technologies industry (i.e., animation, broadcasting, film-making, graphic design, illustration, music and audio production, digital imaging, printing, publishing, etc.) Technologies industry (i.e., technology, processes, production, etc.) STANDARD 2.0 INVESTIGATE INTELLECTUAL PROPERTY (IP) LAW AND RIGHTS MANAGEMENT 2.1 Identify current legal issues in media professions 2.2 Examine intellectual property law and its ramifications (e.g., copyright, free and fair use, and licensing) 2.3 Explain plagiarism and its effects in business STANDARD 3.0 DEMONSTRATE CLIENT/SERVICE PROVIDER PRACTICES APPROPRIATE TO DIGITAL ANIMATION 3.1 Use industry terminology appropriate to the work environment STANDARD 4.0 UTILIZE TECHNOLOGY TO MANAGE PRINCIPLES, ACTIVITIES, AND TRENDS IN DIGITAL ANIMATION 4.1 Select appropriate software and hardware for specific work tasks (i.e., time management, customer services records, media projects, etc.) STANDARD 5.0 ENGAGE IN PRE-PRODUCTION/PLANNING PHASE OF CONTENT CREATION IN DIGITAL ANIMATION 5.1 Interpret a design brief (e.g., art styles, platform specifications, asset lists, and priorities) STANDARD 6.0 IMPLEMENT PLANS FOR THE CREATION OF CONTENT USING MODELING, TEXTURING, AND LIGHTING TECHNIQUES 6.1 Explain the animation pipeline and its stages STANDARD 9.0 DELIVER/DISTRIBUTE CONTENT USING VARIOUS MEDIA IN ACCORDANCE WITH CLIENT EXPECTATIONS IN DIGITAL ANIMATION 9.1 Identify various file formats and their advantages and disadvantages STANDARD 10.0 MONITOR QUALITY ASSURANCE OF CONTENT CREATION CONCURRENT WITH ALL PHASES OF PRODUCTION IN DIGITAL ANIMATION 10.1 Critique delivered content for artisanship, effectiveness, and tone (i.e., concept art, storyboards, textures, models, images, rendered animations, etc.) STANDARD 11.0 PRESENT TO SELECTED AUDIENCE(S) USING DIGITAL ANIMATION 11.1 Structure and develop a portfolio and/or demo reel of an appropriate subject matter and quality	**Academic Standards:** www.azed.gov/cte/an/ **STANDARD 1.0** ANALYZE THE COMMUNICATION MEDIA TECHNOLOGIES INDUSTRY, ITS BUSINESS PRACTICES, AND ITS ROLE IN THE ECONOMY **STANDARD 2.0** INVESTIGATE INTELLECTUAL PROPERTY (IP) LAW AND RIGHTS MANAGEMENT **STANDARD 3.0** DEMONSTRATE CLIENT/SERVICE PROVIDER PRACTICES APPROPRIATE TO DIGITAL ANIMATION **STANDARD 4.0** UTILIZE TECHNOLOGY TO MANAGE PRINCIPLES, ACTIVITIES, AND TRENDS IN DIGITAL ANIMATION **STANDARD 5.0** ENGAGE IN PRE-PRODUCTION/PLANNING PHASE OF CONTENT CREATION IN DIGITAL ANIMATION **STANDARD 6.0** IMPLEMENT PLANS FOR THE CREATION OF CONTENT USING MODELING, TEXTURING, AND LIGHTING TECHNIQUES **STANDARD 7.0** IMPLEMENT PLANS FOR THE CREATION AND DELIVERY OF CONTENT USING VARIOUS RIGGING AND ANIMATION TECHNIQUES AS WELL AS DYNAMIC SIMULATION AND RENDERING **STANDARD 8.0** PERFORM TASKS IN POST-PRODUCTION PHASE OF REFINEMENT IN DIGITAL ANIMATION **STANDARD 9.0** DELIVER/DISTRIBUTE CONTENT USING VARIOUS MEDIA IN ACCORDANCE WITH CLIENT EXPECTATIONS IN DIGITAL ANIMATION **STANDARD 10.0** MONITOR QUALITY ASSURANCE OF CONTENT CREATION CONCURRENT WITH ALL PHASES OF PRODUCTION IN DIGITAL ANIMATION **STANDARD 11.0** PRESENT TO SELECTED AUDIENCE(S) USING DIGITAL ANIMATION

Friday	Notes: Instructional Framework Domain Content Creation Instructional Time: 50-60% www.azed.gov/sites/default/files/2021/07/DigitalAnimationIF10030400.pdf **STANDARD 4.0 UTILIZE TECHNOLOGY TO MANAGE PRINCIPLES, ACTIVITIES, AND TRENDS IN DIGITAL ANIMATION** Software package awareness and application ○ Visual development (Photoshop, Gimp, Krita) **Domain2: Pre-Production and Basic Principles** Instructional Time: 15-20% **STANDARD 5.0** ENGAGE IN PRE-PRODUCTION/PLANNING PHASE OF CONTENT CREATION IN DIGITAL ANIMATION 5.7 Apply basic anatomy to figure drawing and character design -Primitive shapes make up humans and animals 5.8 Develop concept art for all key (priority) assets (e.g., thumbnails and silhouette sketches) -Character sheets **STANDARD 9.0** **STANDARD 10.0** **STANDARD 11.0**	**03/29/2024 Digital Animation-** **Objective:** Students use computer applications and related visual and sound imaging techniques to create animations and other visual effects for television, movies, **video games**, and other media. **Lesson Overview:** Use Scratch3 as Online Course for creating Video Games. • Jumping Game, Catch Game (Scratch Team Tutorials Youtube) Use "Scratch 3 Programming Playground" • Rainbow Lines, Maze 1 Player, Maze 2 Player, Basketball Gravity-Physics, Brick Breaker, Asteroid Breaker, ***Advance Platformer**, Where To Go From Here… • Top Down View – Race car, Frogger, etc... Apply what learned to Scratch created Project Game(s) to other Programming Languages: • Javascript, **phaser.io**, Python, C# **Custom/Modify: Jumping, Catch, other Game(s) 2D/3D:** Create your own background: • Use Scratch Vector • Use Scratch Bitmap Create your own Sprite (characters) **non/rigging**: Cycle: • Walk2 legged, 4 legged • car wheels ◦ Use Scratch Vector ◦ Use Scratch Bitmap *****Blender 2D/3D Modeling: Youtube Tutorials***** Other options to create sprites/characters and backgrounds: MS Powerpoint, MS Paint, Inkscape, GIMP, Krita, Blender-2D: Grease Pencil & 3D: sculpt, model STANDARD 1.0 ANALYZE THE COMMUNICATION MEDIA TECHNOLOGIES INDUSTRY, ITS BUSINESS PRACTICES, AND ITS ROLE IN THE ECONOMY **1.1** Investigate the history and evolution of the Communication MediaTech **1.10** Identify professions that comprise the Communication Media Technologies industry (i.e., animation, broadcasting, film-making, graphic design, illustration, music and audio production, digital imaging, printing, publishing, etc.) Technologies industry (i.e., technology, processes, production, etc.) STANDARD 2.0 INVESTIGATE INTELLECTUAL PROPERTY (IP) LAW AND RIGHTS MANAGEMENT 2.1 Identify current legal issues in media professions 2.2 Examine intellectual property law and its ramifications (e.g., copyright, free and fair use, and licensing) 2.3 Explain plagiarism and its effects in business STANDARD 3.0 DEMONSTRATE CLIENT/SERVICE PROVIDER PRACTICES APPROPRIATE TO DIGITAL ANIMATION 3.1 Use industry terminology appropriate to the work environment STANDARD 4.0 UTILIZE TECHNOLOGY TO MANAGE PRINCIPLES, ACTIVITIES, AND TRENDS IN DIGITAL ANIMATION 4.1 Select appropriate software and hardware for specific work tasks (i.e., time management, customer services records, media projects, etc.) STANDARD 5.0 ENGAGE IN PRE-PRODUCTION/PLANNING PHASE OF CONTENT CREATION IN DIGITAL ANIMATION 5.1 Interpret a design brief (e.g., art styles, platform specifications, asset lists, and priorities) STANDARD 6.0 IMPLEMENT PLANS FOR THE CREATION OF CONTENT USING MODELING, TEXTURING, AND LIGHTING TECHNIQUES 6.1 Explain the animation pipeline and its stages STANDARD 9.0 DELIVER/DISTRIBUTE CONTENT USING VARIOUS MEDIA IN ACCORDANCE WITH CLIENT EXPECTATIONS IN DIGITAL ANIMATION 9.1 Identify various file formats and their advantages and disadvantages STANDARD 10.0 MONITOR QUALITY ASSURANCE OF CONTENT CREATION CONCURRENT WITH ALL PHASES OF PRODUCTION IN DIGITAL ANIMATION 10.1 Critique delivered content for artisanship, effectiveness, and tone (i.e., concept art, storyboards, textures, models, images, rendered animations, etc.) STANDARD 11.0 PRESENT TO SELECTED AUDIENCE(S) USING DIGITAL ANIMATION 11.1 Structure and develop a portfolio and/or demo reel of an appropriate subject matter and quality	**Academic Standards:** www.azed.gov/cte/an/ **STANDARD 1.0** ANALYZE THE COMMUNICATION MEDIA TECHNOLOGIES INDUSTRY, ITS BUSINESS PRACTICES, AND ITS ROLE IN THE ECONOMY **STANDARD 2.0** INVESTIGATE INTELLECTUAL PROPERTY (IP) LAW AND RIGHTS MANAGEMENT **STANDARD 3.0** DEMONSTRATE CLIENT/SERVICE PROVIDER PRACTICES APPROPRIATE TO DIGITAL ANIMATION **STANDARD 4.0** UTILIZE TECHNOLOGY TO MANAGE PRINCIPLES, ACTIVITIES, AND TRENDS IN DIGITAL ANIMATION **STANDARD 5.0** ENGAGE IN PRE-PRODUCTION/PLANNING PHASE OF CONTENT CREATION IN DIGITAL ANIMATION **STANDARD 6.0** IMPLEMENT PLANS FOR THE CREATION OF CONTENT USING MODELING, TEXTURING, AND LIGHTING TECHNIQUES **STANDARD 7.0** IMPLEMENT PLANS FOR THE CREATION AND DELIVERY OF CONTENT USING VARIOUS RIGGING AND ANIMATION TECHNIQUES AS WELL AS DYNAMIC SIMULATION AND RENDERING **STANDARD 8.0** PERFORM TASKS IN POST-PRODUCTION PHASE OF REFINEMENT IN DIGITAL ANIMATION **STANDARD 9.0** DELIVER/DISTRIBUTE CONTENT USING VARIOUS MEDIA IN ACCORDANCE WITH CLIENT EXPECTATIONS IN DIGITAL ANIMATION **STANDARD 10.0** MONITOR QUALITY ASSURANCE OF CONTENT CREATION CONCURRENT WITH ALL PHASES OF PRODUCTION IN DIGITAL ANIMATION **STANDARD 11.0** **PRESENT TO SELECTED AUDIENCE(S) USING DIGITAL ANIMATION**