Name: Robert Lefrandt	Grading Quarter: 4	Week Beginning: Week7 04/29/2024
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**	**04/29/2024 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:** • **Krita Bitmap: Bitmap Animation Timeline, Blender 2D/3D -Grease Pencil** • **GIF Animation: GIMP, Krita: Import/Export: Insert MS Ppt, Webpage** • **https://projects.raspberrypi.org/en/pathways/blender-basics** 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... 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