



STEAM Scope & Sequence

Animation & Interactivity

Class Term: Full Year

Trimester 1

Trimester 2

Trimester 3

Studio practice /Areas of Study

Drawing, photography, video, art, audio art, animation, computer graphics, commercial arts. Elements & Principles of art and design, Fundamentals of Maxon one platform & Z-brush History of animation, 2d animation fundamentals (squash and stretch, morphing, walk cycles, lip synch. Flip books, and other analogue modes

Maxon 1 / zbrush modeling, texture mapping, character design, storyboarding, motion capture and green screen, Film making & gaming from different cultures and social contexts, model and set design, anime, Current art related digital careers

Summative capstone project, video/ social content creation, advanced 3d modeling & asset rendering, examination of Digital oppression & liberation, gaming ethics, video game level design, introduction to python coding

Assessments

Projects/ portfolios, essays, visual and textual reflective journals, self assessments, presentations, unit quizzes