

Animation I & Lab
Teacher: Mrs. Kabrina Lawrence
Phone: 361.584.2547
2026-2027

Course Description:

Animation I introduces students to the history, techniques, terminology, and production processes of the animation industry. Students develop technical and creative skills used in animation and motion graphics while also building professional and employability skills.

Animation I Lab is designed to give students hands-on experience applying animation concepts and production skills. Students develop technical, creative, communication, and professional skills that support careers in animation and motion graphics. The lab is intended to complement the Animation I classroom course.

Knowledge and Skills:

- Professional Communication
- Principles of Animation
- Foundation of Animation
- Career Preparation

Grading Policy:

Points will be deducted for all late work, and students will be informed of this with each assignment. (1 day: -15 pts., 2 days: -30 pts. No work accepted after two days late). When a student is absent he/she will have the number of days missed to make up work. It will be the responsibility of the student to find out what make up work needs to be completed upon returning to school.

Grading Standards and Methods:

The average for each grading period will be comprised of the following:

- Test Grades: **40%** - Test, major projects, and Writing Across the Curriculum assignments
- Classwork/Homework Grades: **40%** - Notes, worksheets, daily assignments/activities
- Quizzes- **20%** - Quizzes, pop quizzes, and mini-projects
- Not all work is graded: some is simply practice/review but still **MUST** be completed.

Supply List for Animation I and II:

1. ***Computer compatible ear buds or headphones***
2. Folder (any color)
3. Blue or black ink pens and/or pencil - (All quizzes and tests **MUST** be completed in blue or black ink.)
4. Notebook paper (college or wide ruled)
5. Additional supplies may be needed throughout the year

Classroom Expectations:

- **Respect** for everyone and everything!

- Be on-time and ready to work. We will use the desktop computers for all assignments.
- Work independently and cooperatively. (Write legibly.)
- Participate in class activities. (You get what you give!)
- Conduct yourself in a professional manner.
- Plagiarism and cheating will not be tolerated!
- All **CELL PHONES** (and other electronic devices) must be hidden inside your backpack or purse at **ALL** times. They should be turned **OFF** (including alarms). No exceptions! (**This includes smart watches and earbuds.**) Refer to District Cell Phone Policy.
- Backpacks are to be placed in the teacher-designated area the entire period. You will **NOT** be allowed to access your backpack during class.
- No food or drink allowed!
- Abide by all rules and expectations outlined in the student handbook and classroom policies.

Animation I TEKS Overview (Based on the current TEKS found in 19 TAC Chapter 127, §§127.161-127.162)

- **Professional Standards**
 - Practice workplace ethics, safety, teamwork, and communication.
 - Develop time management and project management skills.
- **Creative Process**
 - Apply the elements and principles of design.
 - Generate ideas through research, brainstorming, and story development.
- **Animation Principles**
 - Understand the 12 Principles of Animation.
 - Explore timing, spacing, squash and stretch, anticipation, staging, and movement.
- **Pre-Production**
 - Create concept art, character designs, storyboards, and scripts.
 - Plan animations using thumbnails and animatics.
- **Production Skills**
 - Use industry-standard animation software.
 - Create 2D and introductory 3D animations.
 - Apply color, composition, typography, and visual storytelling techniques.
- **Digital Media Skills**
 - Organize digital files.
 - Import and export assets.
 - Understand image resolution, file formats, and rendering basics.
- **Portfolio Development**
 - Produce original animation projects.
 - Demonstrate creativity and technical proficiency through a portfolio.

Animation I Lab TEKS Overview

- **Professional & Employability Skills**
 - Develop professional behaviors expected in the animation industry.
 - Explore education, training, and certification opportunities.
 - Develop skills for finding and applying for jobs.
 - Create a **career portfolio** containing work samples and other career information.
 - Compare employment opportunities.

- Explore entrepreneurship and career opportunities in animation.
- **Academic Skills**
 - Apply **English language arts** skills to animation projects.
 - Use appropriate technical vocabulary and terminology.
 - Write and edit documents related to animation projects.
 - Apply **mathematics** skills, including whole numbers, decimals, fractions, and arithmetic operations.
- **Communication Skills**
 - Communicate effectively with different audiences.
 - Organize oral and written information.
 - Interpret and communicate information related to animation projects.
 - Give formal and informal presentations.
 - Practice active listening and professional communication.
- **Animation Production**
 - Apply animation principles and techniques through hands-on projects.
 - Develop animation projects from planning through completion.
 - Use appropriate animation terminology and production processes.
 - Apply artistic and technical decision-making to create effective animations.
- **Art & Design**
 - Apply elements of art and principles of design to animation.
 - Consider composition, movement, color, form, line, space, balance, rhythm, and unity.
 - Make artistic decisions that support the purpose and message of an animation.
- **Technology & Production Tools**
 - Use digital tools and technology to create animation projects.
 - Develop technical skills appropriate for the animation industry.
 - Practice organizing, editing, and presenting digital animation work.
- **Project Evaluation**
 - Evaluate completed animation projects.
 - Identify the intended audience.
 - Discuss the **aesthetics and visual qualities** of an animation.
 - Explain the storyline and subject matter.
 - Evaluate the use of sound and other production elements.
- **Career Preparation**
 - Build a professional portfolio.
 - Develop workplace and collaboration skills.
 - Learn about careers in animation and motion graphics.
 - Prepare students for continued education, industry certifications, employment, and entrepreneurship.