

Animation II & Lab
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Course Description:

Animation II builds on the skills learned in Animation I. Students develop more advanced knowledge and technical skills used in the animation industry. The course emphasizes planning, creating, producing, and evaluating animation projects while developing professional and employability skills.

Animation II Lab is an advanced, hands-on animation course designed to give students opportunities to apply animation concepts, production techniques, and professional practices. Students build on skills learned in Animation I and Animation II while developing more complex animation projects.

Knowledge and Skills:

- History and Evolution of Animation
- Professional Communication
- Problem-Solving Methods and Conflict-Management Skills
- Principles of Animation
- Foundation and/or advanced Animation Elements and Techniques
- 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 wireless 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 II TEKS Overview (Based on the current TEKS found in 19 TAC Chapter 127, §§127.163-127.164)

- **Advanced Animation Techniques**
 - Refine character animation and motion.
 - Develop more complex timing, acting, and visual effects.
 - Apply advanced 2D and/or 3D animation workflows.
- **Production Pipeline**
 - Manage projects from concept through final delivery.
 - Integrate modeling, rigging, texturing, lighting, animation, rendering, and post-production as appropriate.
- **Creative Problem Solving**
 - Critique work using industry terminology.
 - Revise projects based on feedback.
 - Solve technical and artistic challenges.
- **Industry Software & Technology**
 - Demonstrate proficiency with professional animation and editing software.
 - Apply efficient workflows and file management practices.
- **Collaboration**
 - Work effectively in production teams.
 - Assume production roles such as animator, storyboard artist, editor, or project manager.
- **Professional Portfolio**
 - Create polished, client-quality animation projects.
 - Develop a portfolio showcasing technical growth and artistic ability.
 - Explore careers and postsecondary opportunities in animation and digital media.

Animation II Lab — TEKS Summary

- **Professional and Workplace Skills**
 - Demonstrate appropriate workplace behaviors and professional standards.
 - Practice effective communication and collaboration.
 - Develop time-management and project-management skills.
 - Follow safety procedures when working with equipment, technology, and digital media.
 - Demonstrate ethical and responsible use of digital content.

- **Pre-Production**

- Developing concepts and ideas.
- Researching and developing visual references.
- Creating scripts and storyboards.
- Planning scenes, characters, environments, and props.
- Determining appropriate technical specifications for the intended delivery format.

- **Animation Production**

- Create and refine characters, environments, and props.
- Apply principles of composition and visual design.
- Develop animation sequences.
- Animate characters, objects, environments, and cameras.
- Use lighting and visual effects.
- Apply appropriate movement, timing, and transitions.
- Use digital animation software and related technology.
- Render completed scenes.

- **Audio and Visual Elements**

- Music.
- Sound effects.
- Audio processing.
- Titles and credits.
- Visual effects.
- Color and compositional elements.

- **Post-Production**

- Editing animation sequences.
- Correcting and improving visual elements.
- Adding titles and credits.
- Applying visual effects.
- Editing and processing audio.
- Rendering and exporting final projects.

- **Portfolio and Career Preparation**

- Students develop work that demonstrates their animation abilities and can contribute to a professional portfolio. Projects should demonstrate creativity, technical proficiency, attention to detail, problem-solving, and the ability to complete a project from concept through final production.