Unit 3: Animation

Content Area: **Fine Arts**
Course(s):
Time Period: **Marking Period 1**
Length: **1-2 week(s)**
Status: **Published**

Brief Summary of Unit 3: Animation

In alignment with the NJSLS-VPA, students will discover and learn about various digital art techniques throughout this unit. With the rate that technology is advancing, it is crucial to integrate such technology in the classroom to provide students with 21st century skills and career readiness learning. Students will have the opportunity to explore, discover and comprehend the fundamentals of digital and graphic art. This unit, students will focus on learning how to create digitally drawn two dimensional animation.

Essential Questions

- How do the artist's knowledge, understanding and skill in drawing animation digitally affect the resulting artwork?

- How do knowledge and understanding of famous artists and artworks affect the artwork that is created?

- How do knowledge, understanding and skill of digitally drawing animation affect the artwork that is created?

Enduring Understandings

- Various tools create different results

- Exploring and discovering various ways that digitally drawing animation will improve artistic growth and produce a higher quality of artwork

- Introduction of how animation artists and animated artworks will expand students knowledge of various times in history, cultures, and art eras

Students Will Know/ Students Will be Skilled At

- Knowing the different types of animation; 2D, 3D, graphic, stop motion

- Knowing the process of creating 2D animation; onion skin, repetition, frame rate, etc.

- Knowing the storyboarding process

- Experimenting with and practicing digital drawing of animation in exercises and in their final artwork

- Knowing the Elements and Principles of Art and how to apply them digitally

Learning Plan

- Preview essential questions and objects, connecting to learning throughout the unit

- Introduce Animation

- Introduce the history of animation

- Introduction creating animation on Procreate

- Experiment using the animation assist feature in Procreate

- Introduce and create artwork specifically focusing on creating 2D animation

- Reflect on the process and the result of digitally drawing animation

- Perform formative and summative assessments

- Showcase artwork throughout the school and in district buildings

Evidence/Performance Tasks

Fine Arts students demonstrate differentiated proficiency according to their ability to answer the essential questions through formative and summative assessments. Evidence of progression may be demonstrated in divergent ways through the Artistic Process of Creating, Presenting/Producing, Connecting, and Responding.

Tasks will include:

- Experimenting with the iPad application, Procreate

- Conducting and participating in multiple practice digital drawings and explorations

- Recording and comprehending important art terminologies and techniques associated to current and past units

- Participating in the art making process while applying design criterias and requirements

- Participating in formal and informal assessments

- Answering essential questions and meeting project objectives and deadlines

Materials

The materials used in this course allow for integration of a variety of instructional, supplemental, and intervention materials that support student learners at all levels in the school and home environments. Associated web content and media sources are infused into the unit as applicable and available.

iPads, Procreate App, Apple pencils, Apple TV, smart trifold stand/protective cover.

Suggested Strategies for Modifications

This link includes content specific accommodations and modifications for all populations:

Fine Arts Accommodations & Modifications