Unit 6: Adobe After Effects CC

Content Area: **Performing Arts**
Course(s):
Time Period:
Length: **2 weeks**
Status: **Published**

State Mandated Topics Addressed in this Unit

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N/A	N/A

Adobe After Effects CC

Learning Objectives

- Investigate/ Experiment/ Decide:

- "Principles of Motion" (Animation Department) (Pop, Fade, Orbit, Flip, Fill, Wipe, Bounce, Reveal)

- Commercial Motion Graphics (Kinetic Advertisement, Explainer Videos)

- Demonstrate proficiency in using Adobe After Effects tools and features.

- Explain key concepts related to motion graphics and animation as they pertain to the certification test.

- Formatting/ Project Layout

- Kinetic Typography

- Students will be able to create a kinetic typography animation using Adobe After Effects, demonstrating an understanding of animation principles, design, and compositio

- Students will be able to create an animation that utilizes both Adobe Animate and Adobe After Effects, demonstrating a nuanced understanding of the workflows between the two programs.

- Students will be able to prepare a detailed pitch slideshow for their winter showcase Animation that includes storyboards, plot synopsis, color swatches, and mood boards.

- Students will present a detailed pitch slideshow for their winter showcase Animation that includes storyboards, plot synopsis, color swatches, and mood boards.

Essential Skills

- Ability to apply design concepts like visual hierarchy and typography

- Ability to create and manipulate layers, effects, and transitions.

- Compose a full-fledged animation from start to finish making decisions based on an expertise of animation techniques and comprehension of animation history.

- Compose a full-fledged comic strip/ graphic novel from start to finish making decisions based on an expertise of storytelling elements, writing and literary techniques, and comic formatting and layout.

- Creativity in designing engaging animations that convey a message.

- Demonstrate a mastery of software utilized in the visual arts (e.g., Adobe Photoshop, Animate, After Effects, Premiere, and Dragonframe).

- Investigate and curate short-term/ long-term goals and a refined portfolio in preparation for a career in the visual arts.

- Problem-solving skills to troubleshoot common issues in After Effects.

- Proficiency in using Adobe After Effects tools and interface.

- Students will be able to create an animation that utilizes both Adobe Animate and Adobe After Effects.

- Students will create a comprehensive pitch slideshow that will be evaluated based on creativity, clarity of ideas, and adherence to the project requirements.

- Understanding of animation principles such as timing, easing, and motion.

- Utilize graphic design to construct works that reflect an advanced proficiency with graphic design tools and an appreciation for various historic and cultural design styles.

Standards

VA.9-12.1.5.12adv.Cr1b	Choose from a range of materials and methods of traditional and contemporary artistic practices, following or breaking established conventions, to plan the making of multiple works of art and design based on a theme, idea or concept.
LA.RL.11-12.6	Analyze a case in which grasping a point of view requires distinguishing what is directly stated in a text from what is really meant (e.g., satire, sarcasm, irony, or understatement).
VA.9-12.1.5.12adv.Cr2b	Demonstrate understanding of the importance of balancing freedom and responsibility in the use of images, materials, tools and equipment in the creation and circulation of creative work.
VA.9-12.1.5.12adv.Cr3a	Reflect on, re-engage, revise and refine works of art or design considering relevant traditional and contemporary criteria as well as personal artistic vision.
LA.WHST.11-12.6	Use technology, including the Internet, to produce, share, and update writing products in response to ongoing feedback, including new arguments or information.
TECH.9.4.8.IML.12	Use relevant tools to produce, publish, and deliver information supported with evidence for an authentic audience.
TECH.9.4.8.IML.13	Identify the impact of the creator on the content, production, and delivery of information (e.g., 8.2.8.ED.1).

Instructional Tasks/Activities

- "Principles of Motion" Assessment
- Adobe After Effects Assessment

Lessons
- Investigate/ Experiment:

- "Principles of Motion"

- Commercial Motion Graphics

- Kinetic Typography

- Students will create a comprehensive pitch slideshow that will be evaluated based on creativity, clarity of ideas, and adherence to the project requirements. The slideshow will be graded using a rubric that assesses the inclusion of required elements, overall presentation quality, and effectiveness of communication.

- Students will explore kinetic typography while developing essential skills in animation and design using Adobe After Effects.

- Students will present a detailed pitch slideshow for their winter showcase Animation that includes storyboards, plot synopsis, color swatches, and mood boards.

- Students will submit a short animation project that combines elements created in both Adobe Animate and After Effects. The project will be assessed based on creativity, technical execution, and the effective integration of both software.

- Students will take the actual Certiport After Effects certification exam

- Work Area

Assessment Procedure

- 1. Discussions (Informal)

- 2. Observations (Formative)

- 3. Quizzes/ Tests (Obtrusive)

- 4. Self-assessment (Artist-generated)

- 5. Professionalism (Unobtrusive)

- 6. Writing (Artist-generated)

- Classroom Total Participation Technique

- Classwork

- DBQ

- Essay

- Exit Ticket/Entrance Ticket/Do Now

- Journal / Student Reflection

- Kahoot

- Other named in lesson

- Peer Review

- Performance

- Problem Correction

- Project

- Quiz

- Rubric

- Teacher Collected Data

- Test

- Worksheet

Recommended Technology Activities

- Adobe CC Applications
- Apple iMac Computers
- Cloud Based Practice/Assessment
- Digital Drawing Tablets
- Educational Social Media
- Gimkit
- GoGuardian
- Google Classroom
- Google Docs
- Google Slides
- Google Slides
- Google Web Applications
- Kahoot
- MagicSchool AI
- Other- Specified in Lesson
- Quiziz
- Screencastify

Accommodations & Modifications & Differentiation

Accommodations and Modifications should be used to meet individual needs. Their IEP and 504 plans should be used in addition to the following suggestions.

Special Education

Modifications and accommodations to this unit will be based on individual IEP needs and through the collaboration of the classroom teacher and the special education teacher under the direction of the Supervisor of Special Education.

Gifted and Talented

- Compare & Contrast

- Conferencing
- Debates
- Jigsaw
- Peer Partner Learning
- Problem Solving
- Structured Controversy
- Think, Pair, Share
- Tutorial Groups

Instruction/Materials

- alter format of materials (type/highlight, etc.)
- color code materials
- eliminate answers
- extended time
- extended time
- large print
- modified quiz
- modified test
- Modify Assignments as Needed
- Modify/Repeat/Model directions
- necessary assignments only
- Other (specify in plans)
- other- named in lesson
- provide assistance and cues for transitions
- provide daily assignment list
- read class materials orally
- reduce work load
- shorten assignments
- study guide/outline
- utilize multi-sensory modes to reinforce instruction

Environment

- alter physical room environment
- assign peer tutors/work buddies/note takers
- assign preferential seating
- individualized instruction/small group
- modify student schedule (Describe)

- other- please specify in plans
- provide desktop list/formula

Resources

- Adobe After Effects CC Classroom in a Book (2015 release)