

Unit 01- Adobe Animate

Content Area: **Performing Arts**
Course(s): **Animation**
Time Period: **Full Year**
Length: **6 weeks**
Status: **Published**

State Mandated Topics Addressed in this Unit

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N/A

Adobe Animate CC (Formerly Adobe Flash)

Essential Skills

- “Pose to Pose” Animation
- “Straight Ahead” Animation
- Creating/Organizing Layers
- Creative Tools (Brush, Eraser, Shape tool)
- Editive Tools (Move, Eyedropper, Transform, Hand Tool, Zoom)
- Formatting/ Project Layout
- Motion Tweens (Straight/ Curved Paths, Alpha/ Size Changes)
- Rotoscoping
- Symbols (Traditional Symbols, Symbols in Symbols)

Learning Objectives

- Analyze various animations and communicate how they are utilizing animation techniques.
- Compose a full-fledged animation from start to finish distinguishing essential animation techniques and constructing an integration of animation history.
- Demonstrate structural knowledge of software utilized in the visual arts (e.g., Adobe Photoshop, Animate, After Effects, and Premiere).
- Demonstrate understanding of key animation principles.
- Developing a unique style in animation.
- Integrate the art of graphic design to illustrate works that reflect a structural proficiency with graphic design tools and a specification of various historic and cultural design styles.
- Integrate the elements of art into their works that reflect a structural proficiency with art principles.

- Utilize industry vocabulary when communicating to others about their work and explaining their own work to classmates.

Education Standards

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| VA.K-2.1.5.2.Cr1 | Generating and conceptualizing ideas. |
| VA.K-2.1.5.2.Cr2 | Organizing and developing ideas. |
| VA.K-2.1.5.2.Cr3 | Refining and completing products. |
| VA.K-2.1.5.2.Cr3a | Explain the process of making art, using art vocabulary. Discuss and reflect with peers about choices made while creating art. |
| VA.K-2.1.5.2.Pr | Presenting |
| VA.K-2.1.5.2.Pr4 | Selecting, analyzing, and interpreting work. |
| LA.K-12.NJSLSA.W2 | Write informative/explanatory texts to examine and convey complex ideas and information clearly and accurately through the effective selection, organization, and analysis of content. |
| LA.K-12.NJSLSA.W4 | Produce clear and coherent writing in which the development, organization, and style are appropriate to task, purpose, and audience. |
| MA.9-12.1.2.12adv.Pr5 | Developing and refining techniques and models or steps needed to create products. |
| VA.K-2.1.5.2.Pr6 | Conveying meaning through art. |
| VA.K-2.1.5.2.Re8 | Interpreting intent and meaning. |
| VA.K-2.1.5.2.Re9 | Applying criteria to evaluate products. |
| VA.K-2.1.5.2.Re9a | Use art vocabulary to explain preferences in selecting and classifying artwork. |
| VA.K-2.1.5.2.Cn10 | Synthesizing and relating knowledge and personal experiences to create products. |
| VA.K-2.1.5.2.Cn10a | Create art that tells a story or describes life events in home, school and community. |
| VPA.1.3.P.D.2 | Create two and three-dimensional works of art while exploring color, line, shape, form, texture, and space. |
| VPA.1.3.P.D.3 | Use vocabulary to describe various art forms (e.g., photographs, sculpture), artists (e.g. illustrator, sculptor, photographer), and elements in the visual arts. |
| VPA.1.3.P.D.5 | Demonstrate planning, persistence, and problem-solving skills while working independently, or with others, during the creative process. |
| VPA.1.4.P | All students will demonstrate and apply an understanding of arts philosophies, judgment, and analysis to works of art in dance, music, theatre, and visual art. |

Instructional Tasks/Activities

Learning Tasks

- Animation Observation: Observe different animation styles and techniques via animated movie/series. Will also observe the method of storytelling delivered
- Animation Principles: Explore key animation principles such as timing, easing, and layering to enhance the visual appeal of projects.

- Animation Production: Crafting a piece that fulfills the requirements of the assignment
- Animation Techniques: Exploring other animation techniques and styles.
- Audio and Sound: Understanding best practices for adding sound and effects to animations with minimal compression.
- Career Reflection: Observe lectures and/or videos about possible career paths of that adjacent to animation.
- Character Design: Utilize character design techniques, appeal and solid drawing to create a compelling design.
- Communication: Design elements effectively communicate desired information/lessons through the design
- Compositing: Creating a singular composition out of multiple parts that are cohesive and finalized with all lighting and effects.
- Critique: Review (and defend) choices made for assignments in front of peers using the language learned in class. Offer each other suggestions when possible.
- Design Layout: Crafting compelling designs to gain and hold interest of others
- Editing: Learn to use advanced editing software and tools for more complex video editing tasks to create a fully realized video from multiple pieces.
- Formal Assessment: Standard format test evaluating concept and terms in the unit
- History Lecture: Observe a presentation about historical people and/or moments in the topic's timeline
- Pitch Development: Creating a well organized proposal compiled of different pre-production aspects like concept, mood board, storyboards, character design, color palette, and more.
- Plot Development: Crafting a compelling narrative that engages the audience.
- Post Production: Edits of sound, audio, and adding final effects to bring across the polished final
- Presentation: Be able to stand up and deliver a presentation to their peers practicing oral skills and confidence
- Production: Utilize animation techniques to illustrate the intended story over time
- Program Basics (Applied): Apply recent demo information on how to utilize a program in the format recently observed
- Program Basics: Observe and follow along with a walkthrough of a program or technique demoed in class
- Reflection (Project): Reflect and write about experience working on the latest project in class using complete sentences (and proper grammar).
- Reflection: Write and reflect on the video viewed in class using complete sentences and (proper grammar).
- Rendering and Exporting: Utilize the best practices for rendering animations for various platforms to ensure quality and compatibility.
- Review (Gimkit): Test and apply knowledge in a game setting (either individual play for group play)
- Story Analysis: Organized discussion about the story observed (read or watched) to understand what the plot was/compared it to others recently reviewed
- Storyboarding: Create a series of storyboards to visually illustrate the intent of the story
- Techniques Lecture: Observe a presentation about an aspect of design that would elevate their work (layout, color, animation, composition, lighting, perspective....)
- Understanding Workflows: Students will learn the different steps of pre-production, production, and post-production

- Worksheet: Test and apply knowledge of reviewed material prior to major exam (may be in unconventional format)

Lessons

- "ABC"
- "Baseball"
- "Head, Shoulders, Knees and Toes"
- "Shape House"
- "Shape Story"
- Ball Bounce
- OTHER (See Lesson Plan)
- Rocket Launch
- Rolling Robot
- Rotoscoping
- Walk, Jump, Kick

Assessment Procedure

- Classwork (homework if not finished)
- Demo
- Discussions
- Exit Ticket/Entrance Ticket/Do Now
- GimKit
- Observation
- Other- Specified in Lesson
- Peer Review/Critique
- Project
- Quiz/Test
- Reflection/Self Assessment
- Research
- Rubric based assessment
- Teacher Collected Data
- Worksheet

Recommended Technology Activities

Technology students might access for lesson:

- Adobe CC Applications

- Apple iMac Computers
- DaFont
- Digital Drawing Tablets
- EdPuzzle
- Educational Social Media
- GimKit
- Google Classroom
- Google Docs
- Google Forms
- Google Slides
- Kahoot
- Khan Academy
- Other- Specified in Lesson
- Quizizz
- YouTube

Resources

- Adobe Animate CC Classroom in a Book (2017 release)
- Cloud based applications for online work