

# Unit 4: Adobe Create - GIF

Content Area: **Multimedia**  
Course(s):  
Time Period: **Semester**  
Length: **18 weeks (on-going)**  
Status: **Published**

## **General Overview, Course Description or Course Philosophy**

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- The Animation course is designed to provide a brief history of animation from its early beginnings to the animation application(s) of today. Students will be introduced to the methods of the design animation design process, introduction to a variety of computer software applications (Adobe Creative Cloud) and Mobile Device Application(s). Introduction to 'the 12 principles of animation', frame rates, sequence, layers, onion skins, and basic 2d, 3d, tracking, 4d rigging, filters, stop-motion. The course focuses on developing student 21st Century skills, development of student accountability, autonomous ownership of self guided assignment(s) & project(s). Encouraging student imagination/ creativity, art application, art in motion. The course encourages 'hands on' computer skills, file management, infusing methodology of animation. Through projects, the skills of planning, producing video/ story themes, character, expression/ tone and time management and care/ cleanliness for software and production equipment are developed. Students will have an opportunity to produce a portfolio of their work (not required).
- Develop/ apply art, art in motion, animation video. Use information, technology and other tools to create projects. Use critical thinking, decision making and problem solving skills. Demonstrate self-management skills .Apply safety principles and care for production equipment. Develop writing and design skills for preproduction, production & postproduction. Understand form, function of space/ movement, structure, objects and sound synchronization . View, utilize, analyze, and critique textual and non-textual information. Develop career planning and desired 21st Century career skills.

## **OBJECTIVES, ESSENTIAL QUESTIONS, ENDURING UNDERSTANDINGS**

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Objective: In this unit, students will be introduced to the Adobe Creative Cloud (suite of applications) and Photoshop & WACOM Tablet(s)

Essential Questions: Producing animated project(s) involves critical planning, observation skills and utilize software to design final product. What tools and resources do animators use to create and design?

How does CGI differ from traditional cell animation? What design concepts are applied in both techniques?

Enduring Understandings: Utilization of Animation software is a resource for animators to apply creative principles. Application of Photoshop to create GIF(s)...Apply animation principles using CGI technique

## CONTENT AREA STANDARDS

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ITEC.9-12.9.4.12.C.18	Conduct technical research to gather information necessary for decision-making.
ITEC.9-12.9.4.12.C.21	Operate Internet applications to perform tasks.
ITEC.9-12.9.4.12.C.27	Employ computer operations applications to manage work tasks.

## RELATED STANDARDS (Technology, 21st Century Life & Careers, ELA Companion Standards are Required)

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LA.SL.11-12.1	Initiate and participate effectively in a range of collaborative discussions (one-on-one, in groups, and teacher-led) with peers on grades 11–12 topics, texts, and issues, building on others' ideas and expressing their own clearly and persuasively.
VA.9-12.1.5.12prof.Cr2a	Engage in making a work of art or design without having a preconceived plan.
TECH.9.4.12.CI.1	Demonstrate the ability to reflect, analyze, and use creative skills and ideas (e.g., 1.1.12prof.CR3a).

## STUDENT LEARNING TARGETS

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### Declarative Knowledge

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- Producing and creating digital animated designs involves critical planning, observation skills and utilize software to design final product

### Procedural Knowledge

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- Utilize Animation software (Adobe Suite)
- Utilize Photoshop to create GIF
- Utilize Adobe CC for character design
- Apply and create design features utilizing CGI animation concepts

- Collaborate and plan design elements (making creating 2d-3d works of art)
- Apply animation principles using CGI technique

## **EVIDENCE OF LEARNING**

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### **Formative Assessments**

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Teacher Observation

Teacher Monitoring

Class Discussion

Peer led Discussion

Teacher/ Student Feedback Discussion

Content Review

Authentic and Practical Exercises

Performance Task

Student Project Management

### **Summative Assessments**

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Performance Task

Authentic and Practical

Video Project - Design 'two' animation GIF(s)

## **RESOURCES (Instructional, Supplemental, Intervention Materials)**

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Instructional: Adobe Creative Cloud

<https://creativecloud.adobe.com/discover/article/make-a-gift-get-a-gift-greeting-card>

<https://creativecloud.adobe.com/discover/article/go-from-line-drawing-to-animated-gif>

Google Drive

Supplemental: Google Drive - File Management

Adobe Create

## **INTERDISCIPLINARY CONNECTIONS**

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Students understanding of technology, 21st Century Life and Career standards such as critical thinking, problem solving, creativity, innovation, collaboration, teamwork and leadership will lead to a cross-cultural understanding, global awareness, civic literacy, and interpersonal communication.

## **ACCOMMODATIONS & MODIFICATIONS FOR SUBGROUPS**

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Modify instructional approach and/or assignments and evaluations as needed based for students with IEPs, 504s, ELLs and gifted and talented students including but not limited to:

- Extended time
- Enrichment activities
- Preferential seating
- Online visuals and audio for individual lessons
- Pairing students for activities
- Teacher modeling
- Differentiated written and verbal responses
- Additional graphic organizers and outlines for writing assignments
- Audio versions of texts
- Integration of higher order thinking processes, creative and critical thinking activities, problem-solving, and open-ended tasks
- Higher level direct questioning
- Opportunities for cross curricular activities
- Flipped Classroom
- Small cooperative groups

