

Southern Cayuga Central School District – Curriculum Map

Subject: Animation Studio

School Year: 2021-2022

Title or Topics w/ NYS Standards	Essential Questions & Vocabulary	Content Skills (Activities to cover Essential Questions)	Major Assessments (Tests, Project, etc.)	Time Frame
-Introduction to Animation Standards 7, 8, 9, 10, 11	What is the brief history of animation as a medium? What kind of stories can animation be used for? Useful terms: -Serialized Storytelling -Cel -Motion -Practical Animation -Stop Motion	-Basic background information on the history of animation as a medium, and how has it evolved over the last 100 years.	None Primary Standard: Art history and culture.	2 days
-Flip Book Animation Standards 1, 2, 3, 4, 5, 6	How can one create a moving, animated image with an analog medium? Useful Terms: -Flipping -Image Registration -Tracking	-Creating a 100 image flip book for a short animation. -Flipping/Registering images, so they follow a logical movement. -Following through on a visual idea.	-Working flip book animation, approximately 100 images, that follows a logic. Primary Standard: Visual story telling and serial images.	2 weeks.
-Basic iMovie Use Standards 1, 2, 3, 4, 5, 6	How are computers used to create video. Useful Terms: -Edit -Clip -Shot -Transition -Frame Rate -FPS	-Use of recording devices (phone/camera/desktop computer) to capture video. -Importing video to iMovie. -Basic editing.	-30 second video, consisting of multiple shots, edits, transitions, sound effects, titles. Primary Standard: Basic technology use and management.	1 week

<p>-10 second paper cut out animation. Standards 1, 2, 3, 4, 5, 6, 7, 8, 9</p>	<p>-How does one use cut paper to create a moving image? Useful Terms: -Film Rig -Traditional Animation</p>	<p>-Create 10 second (100 frame) cut out paper animation, with a "Story" (a logical action), using paper figures and background. Shoot frames. Animate via iMovie, working with a partner.</p>	<p>-10 second, 10FPS, paper cut out animation, with titles, transitions, credits, and sound/music. Primary Standard: Visual storytelling, design.</p>	<p>2 weeks</p>
<p>-Storyboarding Standards 1, 2, 3, 4, 5, 6, 7, 8, 9</p>	<p>What tools do film makers use to organize their work? Useful Terms: -Story Board -Clip -Shot -Wide Shot -Close Up -Medium Shot -Establishing Shot -Dutch Angle -Pace</p>	<p>-Discussion of the storyboard as a medium and organizing principle for film making. -Discussion of the idea of different shots and different types of shots. -Examination of various short film clips to examine pace and clip frequency. -Examination of how to properly create a storyboard.</p>	<p>-Finished, appropriately made storyboard of a 1-2 minute existing film clip. Primary Standard: Visual storytelling, sequenced images, film production.</p>	<p>1 week</p>
<p>-10 Second Claymation Film Standards 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11</p>	<p>How can traditional stop motion be used to create a story or action? Useful Terms: -Claymation -Armature -Prop -Frame -Background</p>	<p>-Examination of claymation films, experimentation in medium and frame shooting, possible armature construction. -Create 10 second, 100 frame animation using articulated clay figures and a background, working with a partner. -10 second story/action.</p>	<p>-10 second, 10FPS, claymation animation, with titles, transitions, credits, and sound/music. -Share film, critique. Primary Standard: Visual storytelling in 3D space.</p>	<p>3 weeks</p>

<p>-10 Second Articulated Figure Animation Standards 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11</p>	<p>How can articulated figures/toys be used for traditional stop motion and create a story or action? Useful Terms: -Articulation -Motion Sequence -Depth of Field -Set</p>	<p>-Examination of articulated figure animated films, experimentation in medium and frame shooting, creation of sets/backgrounds/props, working with a partner. -Create 10 second, 100 frame animation using articulated toy figures and a background. -10 second story/action. -Must write dialogue for characters and perform dialogue for film. -Vocal recording using iMovie.</p>	<p>-10 second, 10FPS, stop motion animation, with titles, transitions, credits, and sound/music. Must also include recorded dialogue. -Share film, critique. Primary Standard: Visual storytelling in 3D space, technology use.</p>	<p>3 weeks</p>
<p>-Basic Photoshop Use Standards 1, 2, 3</p>	<p>How can computers be used to create cel based animation. Useful Terms: -Layer -Import -Export -.jpg -.psd</p>	<p>-Use of Photoshop to import images. -Use of Photoshop to adjust images. -Create creative pictures with Photoshop, using found and imported images.</p>	<p>-4 finished digital images via Photoshop to reflect various specific ideas. Primary Standard: Basic technology use and management.</p>	<p>1 week</p>
<p>-10 Second Photoshop animation. Standards 1, 2, 3, 4, 5, 6, 7, 8, 9</p>	<p>How can Photoshop be combined with iMovie to create cel based animation? Useful Terms: -Layering -Grouping -Masking -Frame Rate</p>	<p>-Examination of Photoshop based animated films, experimentation in medium. -Create 10 second, 100 frame animation using Photoshop layers as cels, including background and foreground action. -10 second story/action.</p>	<p>-10 second, 10FPS, stop motion cel based animation, with titles, transitions, credits, and sound/music. -Share film, critique. Primary Standard: Integration of technologies.</p>	<p>2 weeks</p>

<p>-30 Second Photoshop animation. Standards 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11</p>	<p>How can Photoshop be combined with iMovie to create cel based animation? Useful Terms: -Scene -Shots -Storyboarding</p>	<p>-Examination of Photoshop based animated films, experimentation in medium. -Create 30 second, 300 frame animation using Photoshop layers as cels, including background and foreground action. -Must contain at least 3 different scenes/shots from different perspectives. -Must have coherent story/action that takes place.</p>	<p>-30 second, 10FPS, stop motion cel based animation, with titles, transitions, credits, and sound/music. -Storyboard to begin working. -Share film, critique. Primary Standard: Visual storytelling, design elements.</p>	<p>3 weeks</p>
<p>-30 Second Final Practical Animation Standards 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11</p>	<p>How can one use any type of analog animation to tell a story?</p>	<p>-Planning and creating a 30 second story animation, using any type of practical animation technique from class. -Storyboard, write script. -Animate using appropriate technique. -Add music, sound effects, dialogue.</p>	<p>-30 second, 10FPS, animation using one of 4 previous techniques, with titles, transitions, credits, and sound/music. -Storyboard, script, dialogue. -Share film, critique. Primary Standard: Bringing together all aspects of analog Animation thus far.</p>	<p>-4 weeks.</p>
<p>-Intro to Flash Animation Standards 1, 2, 3</p>	<p>How can one use modern technology to create animation. Useful Terms: -Frame -Key Frame -Blank Key Frame -Timeline -Onion Skinning</p>	<p>-Introduction to Adobe Animate. -Create 10 second moving stick man figure animation.</p>	<p>-10 second Flash animation. Primary Standard: Basic technology use and management.</p>	<p>-2 weeks.</p>

-Intro to Tweening Standards 1, 2, 3	What is tweening and how does it enable Flash animation? Useful Terms: -Tweening -Path	-Introduction to Tweening Animation in Flash. -Create 10 second moving object animation using tweening.	-10 second Flash animation. Primary Standard: Basic technology use and management.	-1 week.
-Talking Face Animation Standards 1, 2, 3, 4, 5, 6, 7, 8, 9	How can one use Flash animation to create a character? Useful Terms: -Synchronization -Dubing	-Use Flash and Tweening animation to create a 10 second animation of a talking face. -Create soundtrack of speaking. -Synchronize video to match sound. -Combine elements.	-10 second video combining Flash Animation and soundtrack. Primary Standard: Visual storytelling, sound editing.	-2 weeks.
-Walking Character Loop Animation Standards 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11	How can one create convincing motion in animation? Useful Terms: -Looping	-Use Flash and Tweening animation to create a continuous 5 second loop of animation of a walking character that can convincingly run indefinitely.	-5 second continuous looped animation of walking character. Primary Standard: Visual storytelling, design based on specific concept.	-2 weeks.
-Final 30 Second Animation Standards 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11	How can one combine all aspects of Flash animation to create a compelling story?	-Use Flash and Tweening animation to create a 30 second animation story, including sound, music, etc.	-30 second, animation using Flash with titles, transitions, credits, and sound/music. -Storyboard, script, dialogue. -Share film, critique. Primary Standard: Bringing together all aspects of analog Animation thus far.	-3 weeks.