Southern Cayuga Central School District – Curriculum Map

Subject: Animation Studio   School Year: 2022-2023

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 breif 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 creat video. Useful Terms: -Edit -Clip -Shot -Transition -Frame Rate -FPS	-Use of recodring 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

-10 second paper cut out animation. Standards 1, 2, 3, 4, 5, 6, 7, 8, 9	-How does one use cut paper to create a moving image? Useful Terms: -Film Rig -Traditional Animation	-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.	-10 second, 10FPS, paper cut out animation, with titles, transitions, credits, and sound/music. Primary Standard: Visual storytelling, design.	2 weeks
-Storyboarding Standards 1, 2, 3, 4, 5, 6, 7, 8, 9	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	-Discussion of the storyboard as a medium and organizing principle for film making. -Discussion of the idea of different shots amd different types of shots. -Examination of various short film clips to examine pace and clip frequency. -Examination of how to properly create a storyboard.	-Finished, appropriately made storyboard of a 1-2 minute existing film clip. Primary Standard: Visual storytelling, sequenced images, film production.	1 week
-10 Second Claymation Film Standards 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11	How can traditional stop motion be used to create a story or action? Useful Terms: -Claymation -Armature -Prop -Frame -Background	-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.	-10 second, 10FPS, claymation animation, with titles, transitions, credits, and sound/music. -Share film, critique. Primary Standard: Visual storytelling in 3D space.	3 weeks

-10 Second Articulated Figure Animation Standards 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11	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	-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.	-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.	3 weeks
-Basic Photoshop Use Standards 1, 2, 3	How can computers be used to create cel based animation. Useful Terms: -Layer -Import -Export -.jpg -.psd	-Use of Photoshop to import images. -Use of Photoshop to adjust images. -Create creative pictures with Photoshop, using found and imported images.	-4 finished digital images via Photoshop to reflect various specific ideas. Primary Standard: Basic technology use and management.	1 week
-10 Second Photoshop animation. Standards 1, 2, 3, 4, 5, 6, 7, 8, 9	How can Photoshop be combined with iMovie to create cel based animation? Useful Terms: -Layering -Grouping -Masking -Frame Rate	-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.	-10 second, 10FPS, stop motion cel based animation, with titles, transitions, credits, and sound/music. -Share film, critique. Primary Standard: Integration of technolgies.	2 weeks

-30 Second Photoshop animation. Standards 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11	How can Photoshop be combined with iMovie to create cel based animation? Useful Terms: -Scene -Shots -Storyboarding	-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.	-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.	3 weeks
-30 Second Final Practical Animation Standards 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11	How can one use any type of analog animation to tell a story?	-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.	-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.	-4 weeks.
-Intro to Flash Animation Standards 1, 2, 3	How can one use modern technology to create animation. Useful Terms: -Frame -Key Frame -Blank Key Frame -Timeline -Onion Skinning	-Introduction to Adobe Animate. -Create 10 second moving stick man figure animation.	-10 second Flash animation. Primary Standard: Basic technology use and management.	-2 weeks.

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-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 Tweeing animation to create a continious 5 second loop of animation of a walking character that can convincingly run indefinitely.	-5 second continous looped animaton 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.