

Animation

Mr. Nourse 841-4145 at James Bowie High School in room G108

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Andrewnourse.com

Course Introduction – Weighted course (8754.HT10), dual credit, & tech credit

Think about where we see graphics, animation, multimedia, and gaming environments in our current society. Graphical technology has filtrated practically every aspect of our lives like TV, Internet, movies, games, phones, magazines, newspapers, greeting cards, and communication devices to list a few. Our world is full of graphics everywhere. Most people don't often think about how they were created. We don't see behind the scenes, but in this class you will go through the whole creative process.

Starting today, I want you to imagine how graphics are created in which you see daily. Think about the process. Think about the brainstorming, planning, drafting, engineering, and designing involved in such creations as websites, cartoons, and commercials. Digital designers and animators normally create everything from scratch. Starting with a simple idea they create what they imagine. Graphical technology plays an enormous role in our society of communication, the entertainment industry, law enforcement, the medical field, the media, and education in general to name just a few common ones.

You will build technology skills that you can use for the rest of your life. The more you listen and learn, the happier you will be in the long run. This is just the very beginning of our new rapidly advancing graphical society! Prepare for the real world by learning new communication technology skills and knowledge with industry standard animation and multimedia software. Let's have fun working together as a class, a team. We must be helpful and understanding to each other's differences, styles, ideas, outlooks, and abilities. Plan to do the best work of your life and your portfolio will impress everyone you know.

Course Description

Examination of concepts, characters, and storyboards for basic animation production. Emphasis will be on creating movement and expression utilizing traditional or electronically generated image sequences.

Basic Rules

1. Always **BE RESPECTFUL** to everyone and everything.
2. Only one person talks at a time during lectures and discussions.
3. No Food or drinks in the computer lab and keep your area clean at all times.
4. If you finish an assignment early do extra credit, begin next project, or ask permission to work for another class.
5. Always **Listen, follow instructions, and stay on Task.**

***Installing anything at anytime on any computer is prohibited without teacher consent.**

Consequences

Every student will have a behavioral management chart (BMC). If you choose to break a rule you will stay after class and document it or we may call your parents right then. **Instant referrals = cussing, threatening someone, et c.**

We will follow the steps below for minor infractions.

- 1st Stay after class, discuss issue, and document infraction on your behavioral management chart.
- 2nd Note or email to parents
- 3rd Phone call to parents
- 4th Referral to office

***Order could change quickly depending on the severity of infraction so “Think before you act.”**

Rewards

To be announced based on your performance such as overall effort, grades, attitudes, maturity, and class chemistry.

Classroom Procedures

Upon entering the classroom you should be ready to:

- Be in your assigned seat when the tardy bell rings.
- Check agenda if on TV or whiteboard, follow directions, and immediately get focused and productive.
- Be prepared to participate or listen to instructions, lecture, presentation, or demo.
- There should be no outside of class activities such as checking email or irrelevant Internet usage.
- Handouts and tutorials are on my desk or on the server. If you are absent, you are responsible to make it up.
- Check calendar online for assignment and quiz info, criteria, and deadlines.

No restroom passes during class unless it's a severe emergency so come prepared for 45 minutes straight.

Course Assignments

Homework – may include sketches, worksheets, writings, and general preparation for presentations, quizzes, and tests

Laboratory and Studio work – constitutes the majority of student work through complex graphical design projects

Quizzes and Tests – will be given as needed to ensure material is being mastered and accurately retained

Semester Exam – will be given at the end of each term. This exam may be in the form of a project.

***We have no textbook so all quizzes will be taken from daily notes, lectures, websites, tutorials, and e-books.**

Portfolio - a collection of one's work. Every student will have a digital portfolio folder.

Portfolios folder are a semester grade and should be well kept & organized throughout the year. You are responsible for organizing all your soft copy work in your portfolio for each project as the year progresses.

Grades are determined through four major parts of the class:

Major projects/Tests (effort, completion, accuracy to criteria) **40%**

Warm-ups (research, quizzes, tutorial exercises) **30%**

Daily Grades & Homework (worksheets, portfolios, brainstorming, photos) **20%**

Participation/Effort/Responsibility **10%**

***Low grades are usually the result of not finishing work because of absences, laziness, and/or not following directions.**

Late work will have a deduction according to the following CTE policy.

In all Bowie CTE courses late work not completed and turned in by the assigned due date will be accepted for partial credit for three school days. Maximum scores for late work will be 85 after one day, 70 after two days and 50 after three days. No late work will be accepted beyond this time frame. Due dates for makeup work resulting from EXCUSED absence(s) will be extended for three school days from the date of student's return to school.

There will be several lengthy projects

Company Concept (3D product, sign, animated logo, 3D store, slogan, etc.)

Character Development (frontal, profile, ¾ angles, commenting, walking, talking, dancing loop)

Advertising and promotional Graphical installation or interactive Presentations

Video productions and animations – company commercials claymation, stop motion and others...

****There will be numerous quizzes covering relevant terminology. Words are extremely important in communicating and understanding ideas during lectures and in your future so "Learn the words!"**

Sign and return by August 31st for extra credit.

My signature below indicates that I have read the syllabus for this class, understand it, and agree with the rules.

PRINT student's name here _____ date _____

Student's signature _____ date _____

Parent's signature _____ date _____

There's a \$25 requested donation for this course which covers materials such as ink, paper, cds, dvds, and equipment such as tablets and styluses. If we have extra funding we'll apply it to a fieldtrip or celebration at the end of the year.

I have included \$25 or a check made out to Bowie High School.

Yes or NO

Parents email Address: _____

This syllabus is located online (andrewnourse.com) if you need to refer to it anytime this year.