

Advanced Animation TEKS Course Checklist

The following is a checklist to complete before the end of the year prior to your final in Advanced Animation course. You must include at least 2 of the below per project. Plan your year according to this list. You may create two projects within one project time period in order to finish the list or combine several expectations into one project.

Title & Date of project

Written or presentational -Write papers or create PowerPoints

Analyze and summarize the history & evolution of the animation field.

Compare various styles and techniques of animation

Softcopy and soft body simulations

Design character - walk, run, jump, and lift

Facial Construction - construct a face, morph it, control eyes, or facial expressions

Design props

Design environment

Particle systems - rain, snow, fire, hair or fur modules

Visual effects and render scenes

Audio edit

Post production processes: editing, producing titles and credits,

Demonstrate all animation principles - Identify cycles, layers, transitions, transparency

Squash and Stretch

Timing

Anticipation

Staging

Follow Through and Overlap Action

Straight Ahead Action Pose-To-Pose Action

Slow In and Out

Arcs

Exaggeration

Secondary Action

Hardcopy or hard body simulations

Hard body modeling - stop motion, clay, puppet, cut-out

Learn to light sets or animation lighting

Write each of your project's titles, techniques, and dates below when finished. This grade will be included in your final for the 2nd semester. Make sure you pay close attention to this list and research each expectation before creating it so you do it correctly and receive full credit.

Date

Title

Technique

1.

2.

3.

4.

5. _____