9208
Fundamentals of Animation (11A)

30S/30E/30M

A Motion Picture Arts Course

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Course Description

This course allows students to explore the principles of animation, stop-motion, character animation, rigging, walk cycles, cell animation, lip syncing, and compositing.

Goal 1: Describe and apply appropriate **health and safety** practices.

GLO 1.1: Describe and apply appropriate **health and safety** practices.

SLO 11A.1.1.1: Demonstrate an understanding of online safety procedures in areas including personal identity, privacy, usernames, and passwords.

SLO 11A.1.1.2: Adhere to online safety procedures in areas including personal identity, privacy, usernames, and passwords.

SLO 11A.1.1.3: Maintain a safe and organized workspace.

SLO 11A.1.1.4: Keep cables safe.

SLO 11A.1.1.5: Demonstrate an understanding of ergonomically appropriate procedures that minimize the possibility of injury.

SLO 11A.1.1.6: Follow ergonomically appropriate procedures that minimize the possibility of injury.

Goal 2: Demonstrate the ability to identify, select, use, and maintain **software, hardware, supplies,** and **equipment**.

GLO 2.1: Demonstrate the ability to identify, select, and use **software**.

SLO 11A.2.1.1: Demonstrate the ability to identify, select, and use software.

GLO 2.2: Demonstrate the ability to identify, select, use, and maintain **hardware**.

SLO 11A.2.2.1: Demonstrate the ability to identify, select, use, and maintain hardware.

GLO 2.3: Demonstrate the ability to identify, select, use, and maintain **supplies and equipment**.

SLO 11A.2.3.1: Demonstrate the ability to identify, select, use, and maintain supplies and equipment.

Goal 3: Incorporate **project management** processes throughout the development cycle.

GLO 3.1: **Document** the development process.

SLO 11A.3.1.1: Demonstrate an awareness of the documentation process.

SLO 11A.3.1.2: Demonstrate the ability to create an informal record of the progress of a project.

GLO 3.2: **Collaborate** with peers, teachers, and industry representatives.

SLO 11A.3.2.1: Demonstrate the ability to provide, request, and incorporate feedback from peers, teachers, and/or industry representatives.

GLO 3.3: **Evaluate** the project development process.

SLO 11A.3.3.1: Demonstrate the ability to evaluate the project's progress and to modify the process when required.

GLO 3.4: Incorporate **quality control** processes.

SLO 11A.4.1.1: Demonstrate the ability to perform quality control on a project.

Goal 4: Conceptualize a project.

GLO 4.1: Demonstrate an understanding of the **theoretical foundation** of the motion picture arts when conceptualizing a project.

SLO 11A.4.1.1: Demonstrate an understanding of the theories behind animation (e.g., colour theory, visual language, principles of animation, walk cycles, layers, inverse kinematics, cut-outs, frame rates).

SLO 11A.4.1.2: Demonstrate the ability to research and apply the elements of visual language (i.e., line, shape, space, contrast, tone, and colour).

SLO 11A.4.1.3: Demonstrate the ability to apply the elements of film grammar (e.g., mise-en-scene, continuity editing, cinematography, pacing).

GLO 4.2: Demonstrate the ability to **research project ideas, project requirements, and target audiences**.

SLO 11A.4.2.1:   Demonstrate research skills.

SLO 11A.4.2.2:   Demonstrate the ability to brainstorm ideas related to the target audience.

SLO 11A.4.2.3:   Demonstrate the ability to develop concepts for a project (e.g., environments, characters, props).

GLO 4.3: Develop a project concept.

SLO 11A.4.3.1:   Demonstrate an understanding of project concepts.

SLO 11A.4.3.2:   Demonstrate the ability to select a concept based on project criteria.

SLO 11A.4.3.3:   Demonstrate the ability to assess and select assets based on project criteria.

SLO 11A.4.3.4:   Demonstrate the ability to develop a project concept.

Goal 5: Plan and pitch projects.

GLO 5.1: Determine the **scope, timeline,** and **milestones** of a project.

SLO 11A.5.1.1:   Demonstrate the ability to determine a project's scope, timeline, and milestones.

SLO 11A.5.1.2:   Demonstrate the ability to determine steps to reach milestones.

GLO 5.2: Demonstrate the ability to develop a **pre-production plan**.

SLO 11A.5.2.1:   Demonstrate the ability to develop a pre-production plan (e.g., quick sketches, timing guides, X-sheet).

SLO 11A.5.2.2:   Demonstrate the ability to develop storyboards and animatics.

SLO 11A.5.2.3:   Demonstrate the ability to develop concept designs for assets (e.g., character designs, props, environments).

GLO 5.3: Develop and pitch previsualization.

SLO 11A.5.3.1:   Demonstrate the ability to develop an animatic incorporating cinematic annotations (e.g., burn-in, panels, scenes, sequences, notes, time code).

SLO 11A.5.3.2:   Demonstrate the ability to develop, screen, and pitch the animatic for a project.

Goal 6: Create, capture, and compose **assets**.

GLO 6.1: Create, capture, and compose **assets**.

SLO 11A.6.1.1: Demonstrate the ability to create assets (e.g., drawings, character cut-outs, backgrounds, objects, props, sound effects, foley art, models, textures).

SLO 11A.6.1.2: Demonstrate the ability to operate equipment for asset creation.

SLO 11A.6.1.3: Demonstrate the ability to animate assets (e.g., rigging, frame by frame, key framing, lip syncing, camera, rendering, compositing).

Goal 7: Publish, present, review, and assess projects.

GLO 7.1: Publish, present, review, and assess projects.

SLO 11A.7.1.1: Demonstrate the ability to publish content.

SLO 11A.7.1.2: Demonstrate the ability to present projects.

SLO 11A.7.1.3: Demonstrate the ability to review feedback and assess projects.

Goal 8: Describe and demonstrate the transferable **cross-curricular** knowledge and skills relevant to motion picture arts.

GLO 8.1: Describe and demonstrate the transferable **cross-curricular** knowledge and skills relevant to motion picture arts.

SLO 11A.8.1.1: Demonstrate an understanding of and the application of physics knowledge and skills that relate to animation.

Goal 9: Demonstrate an awareness of **sustainability** as it pertains to the motion picture arts.

GLO 9.1: Describe the motion picture arts industry's **sustainability practices** and impact on the environment.

SLO 11A.9.1.1: Describe the motion picture arts industry's sustainability practices and impact on the environment.

GLO 9.2: Describe the impact of the motion picture industry on **human sustainability**, that is, on the health and well-being of its workers and consumers.

SLO 11A.9.2.1: Demonstrate an awareness of ergonomics.

SLO 11A.9.2.2: Demonstrate an awareness of possible long-term health concerns resulting from working in the motion picture arts industry.

Goal 10: Demonstrate an awareness of the **ethical and legal standards** as they pertain to motion picture arts.

GLO 10.1: Demonstrate an awareness of the **ethical and legal standards** as they pertain to motion picture arts.

SLO 11A.10.1.1: Demonstrate an awareness of copyright and the ownership of intellectual material.

SLO 11A.10.1.2: Demonstrate an understanding of, and compliance with, copyright legislation as it pertains to original content.

Goal 11: Demonstrate **employability skills**.

GLO 11.1: Demonstrate **fundamental employability skills**.

SLO 11A.11.1.1: Demonstrate regular and punctual attendance.

SLO 11A.11.1.2: Demonstrate the ability to communicate respectfully and effectively with teachers, supervisors, co-workers, and students.

SLO 11A.11.1.3: Demonstrate accountability by taking responsibility for own actions.

SLO 11A.11.1.4: Demonstrate adaptability, initiative, and effort.

SLO 11A.11.1.5: Demonstrate the ability to stay on task and effectively use time in class and work environments.

SLO 11A.11.1.6: Demonstrate the responsible use of technology.

SLO 11A.11.1.7: Provide and accept constructive feedback.

GLO 11.2: Demonstrate an awareness of **culture** and its importance in the workplace.

SLO 11A.11.2.1: Demonstrate an awareness of potentially sensitive or offensive content.

GLO 11.3: Demonstrate **critical thinking skills**.

SLO 11A.11.3.1: Demonstrate critical thinking and problem-solving skills when conducting research and troubleshooting technical issues.

Goal 12: Demonstrate an understanding of the **motion picture arts industry**.

GLO 12.1: Demonstrate an understanding of the **scope** of the motion picture arts industry.

SLO 11A.12.1.1: Demonstrate an understanding of the scope of the motion picture arts industry.

SLO 11A.12.1.2: Demonstrate an awareness of the place of animation in the Canadian economy.

GLO 12.2: Demonstrate an understanding of **educational and career opportunities**, as well as **industry and professional associations**, in the motion picture arts industry.

SLO 11A.12.2.1: Demonstrate the ability to develop an online portfolio.

SLO 11A.12.2.2: Demonstrate an understanding of the scope of career opportunities in animation.

GLO 12.3: Demonstrate an understanding of **working conditions** in motion picture arts.

SLO 11A.12.3.1: Demonstrate an understanding of the conditions related to working in an animation studio.

Goal 13: Demonstrate an awareness of the **evolution** of the motion picture arts, including **technological progression and emerging trends**.

GLO 13.1: Demonstrate an awareness of the **evolution** of the motion picture arts, including **technological progression and emerging trends**.

SLO 11A.13.1.1: Demonstrate an awareness of the history of, and technological progression and emerging trends in, animation.