

Imperial Valley Regional Occupational Program
 687 State Street, El Centro, CA 92243
 (760) 482-2600 • Fax (760) 482-2751 • Website: www.ivrop.org • Email: info@ivrop.org
Course Title: 2D Animation with Animate Pro and Storyboard Pro Instructor: Linda Storts Hours: 180

Major Units of Instruction Arts, Media and Entertainment Sector – Media and Design Arts Pathway (A)	Key Assignments/ Common Assessments	Standards (Anchor / Pathway)	Academic / Common Core Standards
1. Essential Employability / Career Preparation Skills	IVROP Common Assessments: Oral Presentation Assignment-“Who am I?” Application and Resume Assignment(s) Portfolio: Personal History, List of References, Resume, Job Application, 3 Letters of Recommendation, Certificates and Awards, Employability Skills, Work Samples	2.0 Comm. 2.0 Comm, 3.0 Career Plan A5.6 Prepare Portfolios of original art.A2.5-A2.9	LS 9-10, 11-12.6 SLS 11 – 12.2
2. HISTORY OF ANIMATION (4.7, AME A1.3) a. Research and Presentation Project	This is the oral presentation at the beginning of 2nd Semester.	2.0 Communication, 4.0 Technology, 7.4 Responsibility, 10.0 Technology & Skills A3.0,	LS 11-12.2,RSL 11-12.4,
3. DESIGN ELEMENTS (8.4, 10.7, AME A1.4) a. Principles and Elements of Art b. Principles of Animation c. Design and Animation critiques d. Design problem solving activities e. Rules of Copyright	Introduction to The Principles of Design- Video and Activity Principles and Elements of Art Test Twelve Principles of Animation Test Rules of Copyright Test Measurements-Read a Ruler Test	<i>10.0 Technical Skills, A1.1, A2.3, A2.4, A3.2, A5.3, B1.1, B1.1, B2.1, B2.2, B3.1, B3.2</i>	
3. ANIMATION TECHNIQUES, WORKFLOW, AND BASICS	Animate Pro UI and Tools Test Activity: Drawing and Manipulating Basic Shapes in Animate Pro Activity: Drawing Simple Characters Review Storyboarding Pro Test	<i>2.3-2.6 Communication, 4.0 Technology, 5.0 Problem Solving, 6.6 Safety & Health, 7.4-7.7 Responsibility, *.3, 8.6 Ethics, 9.7 Teamwork, 10.2, 10.3 Technical Skills,11.0 Demonstration and Application A2.0, A8.0 A1.1, A1.2, A2.2, A2.3, A3.1, A6.1, A6.2, A8.1, A8.2, A9.1, A9.3, B1.1, B1.2, B1.2, B2.1, B2.2, B3.1, B3.2, B4.2, B5.1, B5.2, B5.3</i>	LS 11-12.1,LS 11-12.6, RLST 11-12.3-11-12.5, WS 11-12.4

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4. CHARACTER DESIGN	Draw a Character Construction Sheet Expand the Design of the Character Tracing a Character Deconstructing a Character	2.3-2.6 Communication, 4.0 Technology, 5.0 Problem Solving, 6.6 Safety & Health, 7.4-7.7 Responsibility, *.3, 8.6 Ethics, 9.7 Teamwork, 10.2, 10.3 Technical Skills, 11.0 Demonstration and Application A2.0, A8.0 A1.1, A1.2, A2.2, A2.3, A3.1, A6.1, A6.2, A8.1, A8.2, A9.1, A9.3, B1.1, B1.2, B1.2, B2.1, B2.2, B3.1, B3.2, B4.2, B5.1, B5.2, B5.3	LS 11-12.1, LS 11-12.6, RLST 11-12.3-11-12.5, WS 11-12.4
5. COLOR	Color the Designed Character		
6. USING THE PRINCIPLES OF ANIMATION AND MOTION a. Timing b. Squash and Stretch c. Anticipation d. Drag and Overlapping Action e. Solid Drawing f. Appeal g. Staging h. Straight Ahead /Pose to Pose i. Slow-in and Slow-out j. Exaggeration k. Arcs l. Secondary Action	Project Bouncing Ball Animation with a Surprise Ball with a Tail Animation Animated Animal with a Tail The Brick Drop Animation, The Leaf Drop Animation , The Sack Drop Animation Project Waving a Flag Project Animate a Walk Cycle Project Animate a Four Legged Walk Cycle Project Animate a Four Legged Jump Project Scanning an Animation Project Animate the Characters "Take"	2.3-2.6 Communication, 4.0 Technology, 5.0 Problem Solving, 6.6 Safety & Health, 7.4-7.7 Responsibility, *.3, 8.6 Ethics, 9.7 Teamwork, 10.2, 10.3 Technical Skills, 11.0 Demonstration and Application A2.0, A8.0 A1.1, A1.2, A2.2, A2.3, A3.1, A6.1, A6.2, A8.1, A8.2, A9.1, A9.3, B1.1, B1.2, B1.2, B2.1, B2.2, B3.1, B3.2, B4.2, B5.1, B5.2, B5.3	LS 11-12.1, LS 11-12.6, RLST 11-12.3-11-12.5, WS 11-12.4
7. VISUAL BREAKDOWN AND LIP SYNC	Cut-out Character Design Monster & Character Scanning	2.3-2.6 Communication, 4.0 Technology, 5.0 Problem	LS 11-12.1, LS 11-12.6, RLST 11-12.3-11-12.5, WS 11-12.4

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	Colors as Textures Creating the Mouth Chart Breakdown and Lip Sync Animating a Dialogue	<i>Solving, 6.6 Safety & Health, 7.4-7.7 Responsibility, *3, 8.6 Ethics, 9.7 Teamwork, 10.2, 10.3 Technical Skills, 11.0 Demonstration and Application A2.0, A8.0 A1.1, A1.2, A2.2, A2.3, A3.1, A6.1, A6.2, A8.1, A8.2, A9.1, A9.3, B1.1, B1.2, B1.2, B2.1, B2.2, B3.1, B3.2, B4.2, B5.1, B5.2, B5.3</i>	
8. MORPHING	Morphing a Flag	<i>2.3-2.6 Communication, 4.0 Technology, 5.0 Problem Solving, 6.6 Safety & Health, 7.4-7.7 Responsibility, *3, 8.6 Ethics, 9.7 Teamwork, 10.2, 10.3 Technical Skills, 11.0 Demonstration and Application A2.0, A8.0 A1.1, A1.2, A2.2, A2.3, A3.1, A6.1, A6.2, A8.1, A8.2, A9.1, A9.3, B1.1, B1.2, B1.2, B2.1, B2.2, B3.1, B3.2, B4.2, B5.1, B5.2, B5.3</i>	LS 11-12.1, LS 11-12.6, RLST 11-12.3-11-12.5, WS 11-12.4
9. LAYOUT POSING AND SCENE SETUP	Creating Your Layout and Posing Project The 10 Layer Scene Project Scene Setup		
10. MULTIPLANING AND CAMERA MOVEMENT	Setting up the Multiplane space Moving the Camera Moving the Character in 3d Space Project The 3D Room Project Animate the Skateboard	<i>2.3-2.6 Communication, 4.0 Technology, 5.0 Problem Solving, 6.6 Safety & Health, 7.4-7.7 Responsibility, *3, 8.6 Ethics, 9.7 Teamwork, 10.2, 10.3 Technical Skills, 11.0 Demonstration and Application A2.0, A8.0 A1.1, A1.2, A2.2,</i>	LS 11-12.1, LS 11-12.6, RLST 11-12.3-11-12.5, WS 11-12.4

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		A2.3, A3.1, A6.1, A6.2, A8.1, A8.2, A9.1, A9.3, B1.1, B1.2, B1.2, B2.1, B2.2, B3.1, B3.2, B4.2, B5.1, B5.2, B5.3	
8. EFFECTS IN ANIMATE PRO	Project The Boy and the Shadow Monster Project The Lighting Effect Project Using Tone and Highlights Effects	2.3-2.6 Communication, 4.0 Technology, 5.0 Problem Solving, 6.6 Safety & Health, 7.4-7.7 Responsibility, *.3, 8.6 Ethics, 9.7 Teamwork, 10.2, 10.3 Technical Skills, 11.0 Demonstration and Application A2.0, A8.0 A1.1, A1.2, A2.2, A2.3, A3.1, A6.1, A6.2, A8.1, A8.2, A9.1, A9.3, B1.1, B1.2, B1.2, B2.1, B2.2, B3.1, B3.2, B4.2, B5.1, B5.2, B5.3	LS 11-12.1, LS 11-12.6, RLST 11-12.3-11-12.5, WS 11-12.4
9. CUT OUT CHARACTER DESIGN	Project Creating the Cutout Puppet Managing the Cutouts in the Library Project Animating the Cutouts Cutout Four Legged Walk Cycles Project The Galloping Donkey	2.3-2.6 Communication, 4.0 Technology, 5.0 Problem Solving, 6.6 Safety & Health, 7.4-7.7 Responsibility, *.3, 8.6 Ethics, 9.7 Teamwork, 10.2, 10.3 Technical Skills, 11.0 Demonstration and Application A2.0, A8.0 A1.1, A1.2, A2.2, A2.3, A3.1, A6.1, A6.2, A8.1, A8.2, A9.1, A9.3, B1.1, B1.2, B1.2, B2.1, B2.2, B3.1, B3.2, B4.2, B5.1, B5.2, B5.3	LS 11-12.1, LS 11-12.6, RLST 11-12.3-11-12.5, WS 11-12.4
10. SOUND AND LIP SYNC	Project: Breakdown and Lip Sync	2.3-2.6 Communication, 4.0 Technology, 5.0 Problem Solving, 6.6 Safety & Health, 7.4-7.7 Responsibility, *.3, 8.6	LS 11-12.1, LS 11-12.6, RLST 11-12.3-11-12.5, WS 11-12.4 WS 11-12.6

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		<i>Ethics, 9.7 Teamwork, 10.2, 10.3 Technical Skills, 11.0 Demonstration and Application A2.0, A8.0 A1.1, A1.2, A2.2, A2.3, A3.1, A6.1, A6.2, A8.1, A8.2, A9.1, A9.3, B1.1, B1.2, B1.2, B2.1, B2.2, B3.1, B3.2, B4.2, B5.1, B5.2, B5.3</i>	
11. PREPARE TO TAKE THE CERTIFICATION EXAM & POLISH THE PORTFOLIO (SENIORS ONLY)	Add projects to the portfolio and prepare to take Toonbooms Certification Exam	<i>2.3-2.6 Communication, 4.0 Technology, 5.0 Problem Solving, 6.6 Safety & Health, 7.4-7.7 Responsibility, *3, 8.6 Ethics, 9.7 Teamwork, 10.2, 10.3 Technical Skills, 11.0 Demonstration and Application A2.0, A8.0 A1.1, A1.2, A2.2, A2.3, A3.1, A6.1, A6.2, A8.1, A8.2, A9.1, A9.3, B1.1, B1.2, B1.2, B2.1, B2.2, B3.1, B3.2, B4.2, B5.1, B5.2, B5.3</i>	LS 11-12.1,LS 11-12.6, RLST 11-12.3-11-12.5, WS 11-12.4WS 11-12.6
12. WEBFOLIO	Webfolio Project Introduction, List of References, Resume, , Certificates and Awards, Employability Skills, Gallery of Work Samples, Contact page	<i>2.3-2.6 Communication, 4.0 Technology, 5.0 Problem Solving, 6.6 Safety & Health, 7.4-7.7 Responsibility, *3, 8.6 Ethics, 9.7 Teamwork, 10.2, 10.3 Technical Skills, 11.0 Demonstration and Application A2.0, A8.0 A1.1, A1.2, A2.2, A2.3, A3.1, A6.1, A6.2, A8.1, A8.2, A9.1, A9.3, B1.1, B1.2, B1.2, B2.1, B2.2, B3.1, B3.2, B4.2, B5.1, B5.2, B5.3</i>	LS 11-12.1,LS 11-12.6, RLST 11-12.3-11-12.5, WS 11-12.4WS 11-12.6

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Total Change title to 2D Toonboom Studio		Change Hours to 180	

Cross-Cutting Anchor Standards and Related Common Core Standards - Detailed version for each Industry Sector available at link on IVROP web page.

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| <ol style="list-style-type: none"> 1. Academics (Analyze and apply appropriate academic standards for industry sector). 2. Communications (Acquire and accurately use sector terminology and protocols at the career and college readiness level for communicating effectively...) 3. Career Planning and Management (Integrate multiple sources of career information from diverse formats to make informed career decisions...) 4. Technology (Use existing and emerging technology to investigate, research, and produce products and services...) 5. Problem Solving and Critical Thinking (Conduct short and sustained research to create alternative solutions to solve a problem using critical & creative thinking...) 6. Health and Safety (Demonstrate health and safety procedures, regulations, and personal health practices and determine the meaning of symbols, key terms...) 7. Responsibility and Flexibility (Initiate/participate in a range of collaborations demonstrating behaviors that reflect personal and professional responsibility & flexibility) 8. Ethics and Legal Responsibilities (Practice professional, ethical, and legal behavior, responding thoughtfully...) 9. Leadership and Teamwork (Work with peers to promote divergent and creative perspectives, leadership, group dynamics...) 10. Technical knowledge and Skills (Apply essential technical knowledge and skills...) 11. Demonstration and Application (Demonstrate and apply the Knowledge and skills contained in the Industry anchor and pathway standards in classroom, laboratory, and workplace settings and through CTSO's career and technical student organizations). | <p><i>See Matrix for Pathway</i>
 <i>LS 9-10, 11-12.6</i>
 <i>SLS 11-12.2</i>
 <i>WS 11-12.6</i>
 <i>WS 11-12.7</i>
 <i>RSTS 9-10, 11-12.4</i>
 <i>SLS9-10, 11-12.1</i>
 <i>SLS 11-12.1d</i>
 <i>SLS 11-12.b1</i>
 <i>WS 11-12.6</i></p> |
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