

2D Animation with Animate Pro and Storyboard Pro – Course Competencies

1. Basic Computer Literacy

- a) Understands hardware nomenclature
- b) Understands system software skills
- c) Understands search and desktop icons
- d) Understands menus and commands

2. Design Elements

- a) Understands simple layouts
- b) Understands design problem solving activities
- c) Understands the principles and elements of art
- d) Understands the twelve principles of animation

3. Character Design and Construction in Animate Pro

- a) Understands how to design and construct a character
- b) Understands how to deconstruct a character into a cutout puppet

4. Color

- a) Understands color theory
- b) Understands how to colorize objects
- c) Understands how to create custom palettes
- d) Understands gradients and transparency

5. Cycles in Animate Pro

- a) Understands two legged walk cycles
- b) Understands four legged walk cycles
- c) Understands jump cycles

6. Breakdown and Lip Sync in Animate Pro

- a) Understands the mouth chart
- b) Understands Lip Sync
- c) Understands Morphing

7. Camera in Animate Pro

- a) Understands camera view and trajectory

- b) Understands Multiplaning and camera movement
- c) Understands 3D Space

8. Library And Symbols in Animate Pro

- a) Understands creating symbols
- b) Understands opening, closing and creating new libraries

9. Special Effects in Animate Pro

- a) Understands creating and animating special effects

10. Essential Employability Skills/ Career Preparation

a) 4. Color

- e) Understands color theory
- f) Understands how to colorize objects
- g) Understands how to create custom palettes
- h) Understands gradients and transparency

5. Cycles

- d) Understands two legged walk cycles
- e) Understands four legged walk cycles
- f) Understands jump cycles

6. Breakdown and Lip Sync

- d) Understands the mouth chart
- e) Understands Lip Sync
- f) Understands Morphing

7. Camera

- d) Understands camera view and trajectory
- e) Understands Multiplaning and camera movement
- f) Understands 3D Space

8. Library And Symbols

- c) Understands creating symbols
- d) Understands opening, closing and creating new libraries

9. Special Effects

- b) Understands creating and animating special effects

10. Essential Employability Skills/ Career Preparation

- a) Demonstrates personal skill development (positive attitude, honesty, self- confidence, time management)
- b) Demonstrates effective interpersonal skills (group dynamics, conflict resolution, negotiations)
- c) Demonstrates academic skills, critical thinking and problem solving in the workplace.
- d) Demonstrates effective communication
- e) Demonstrates occupational safety issues and observe all safety rules
- f) Demonstrates career awareness and knowledge of pathways
- g) Demonstrates ability to adapt to changing technology
- h) Demonstrates ability to prepare for employment (resume, job application, job interview, portfolio development)
- i) Received Toon Boom Studio Certification