Course Title: Digital Animation

Instructor: Mr. Caligiuri

Instructor Availability: Wednesday and Friday from 3:30 to 4:40

Instructor Contact: rcaligiuri@gomperscharter.org

Course Description:

Digital Animation is a course in which students express their visual creativity through drawing, storytelling, and computer software. Throughout this course students will explore the international history and evolution of animation, as well as the practical use of computers in the field of animation. Students will demonstrate creative self-expression as they learn basic drawing skills, techniques for original character design, the natural flow and movement of objects, and background development which includes an in depth study of perspective drawing and layout.

Students will work individually and in groups to create animations in both 2D and 3D. Instruction will be given in the following areas: Elements of art and principles of design; perspective drawing and layout, historical and cultural development of animation, critical analysis of animations and computer animation software basics and applications.

This course is designed to do the following:

- Develop and expand student's artistic perception, by building their knowledge and understanding of the language of visual arts.
- Develop the ability to apply the elements of art, principles of design and color theory to the digital medium using a project based learning model.
- Develop and expand student's knowledge and ability to imaginatively express both visual and animated ideas.
- Develop knowledge of historical and cultural developments and their influence on modern animation, filmmaking, and the Internet.
- Develop the knowledge and ability to make informed aesthetic judgments based on a deeper understanding of the visual arts and animation.
- Develop an awareness of art related careers involving animation and other areas of the visual arts.
- Develop and recognize how the visual arts and animation interact with other academic disciplines, such as reading, writing, and mathematics.

GPA Grading Guidelines:

Category	Grading Criteria	Percentage
Classwork	• Completion/Quality (Must have a minimum of 1 weekly grade)	30%
Demonstrations of Learning	• Key Course Assignments (See course syllabus for Unit Key Assignments)	35%
Homework/Independent Learning	• Any work assigned to a student in which they complete on their own outside of class. (Must have a minimum of 1 weekly grade)	10%
Quarter Finals	• Quarter finals are course specific, standards based exams that cover content from the 9 week quarter.	25%

* Classwork/Participation and Homework/Independent Learning will we updated weekly.

Prerequisites: None

Course Structure: This course is a Project-Based Learning (PBL) course and is divided into lecture and lab portions during each session. During the lecture portions of the class, it is most important to observe and take notes, rather than to "do as I do" during lecture demonstrations. During the lab portions of the class, students will have "hands-on" time to work on projects and class assignments.

Course Materials: All materials including hardware, software and other forms of instructional technology will be provided in the classroom environment. Standard materials such as pens and pencils, paper, notebooks and planners will be required on a daily basis.

Course of Study:

Digital Animation – Full Year Course

Content Standards	Learning Objectives	Key Assignments/Exams
Quarter 1: August 28, 2017 - October 30, 2017		

VAPA 2.0	Students will learn visual design concepts leading to the production of the digital media.	• Course Topics
		   o Storyboard designs
		   o Graphics design
		   o Color theory
		   o Animation concepts
		   o Photoshop Tools
		
		     ▪ Project Examples
		       ▪ Magazine layouts
		       ▪ Posters
		       ▪ Digital painting
		       ▪ Vector drawing
		       ▪ Animation scenes

Quarter 2: October 31, 2017 - January 31, 2018		

VAPA 1.0 and 2.0	Students will learn the processes for mobile application develoment	• Course Topics
		   o App Design
		   o Mobile app development
		   o Animation concepts
		   o 3d modeling
		   o 3D printing
		
		     ▪ Project Examples
		       ▪ Tinker CAD projects for printing
		       ▪ Claymation
		       ▪ Stop motion animation

Quarter 3: February 1, 2018 - April 23, 2018		

VAPA 2.0	Students will learn the fundamentals of interactive programming	• Course Topics
		   o Programming
		   o Advanced mobile app design
		   o Advanced animation concepts
		   o Robotics
		
		     ▪ Project Examples

The GPA Syllabus was inspired by: CSU Syllabus Template, Harvard Summer Program Syllabi, Stanford Teaching Commons and Lewis and Clark College.

		▪ Program EV-3 with App Inventor ▪ "How To" (interactive) ▪ Multiple app Projects
Quarter 4: April 24, 2018 - June 26, 2018		

VAPA 1.0, 3.0, 4.0, 5.0	Students will learn the processes involved in creating a motion soundtrack and digital portfolio.	• Course Topics
		   ○ Interactive multimedia
		   ○ Advanced programming
		   ○ Video and audio production
		
		     ▪ Project Examples
		       ▪ Disney Logo Soundtrack
		       ▪ Jurassic Park Foley
		       ▪ Digital Portfolio

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GOMPERS PREPARATORY ACADEMY *A UCSD Partnership*

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Course Specific Student Expectations:

Homework: Other than design, storyboarding and research, homework is generally not assigned in this course due to the hardware and software requirements necessary for project completion. However, it is important to stay current with all class assignments, whereas the classroom is the only place students can work on them.

Classroom Environment, Equipment and Supplies: The first thing you'll notice different about this classroom is its large amount of very expensive equipment, software and supplies. These items are necessary to effectively teaching the courses taught in this room. In face, the State of California has granted GPA several hundred thousand dollars in order to continue teaching such courses.

So, when you walk into this classroom, I want you to think of yourself as "walking into a media studio as an employee ready for a productive workday". On the job or in a college or high school classroom, you treat the equipment with respect; as much respect as you would offer a friend or classmate.

Classroom Rules:

- Do not use the computers with being instructed, especially when entering the room
- Ask before you pick up an instrument or use any equipment in the room
- You must make up every hour of missed class time
    - If possible, let me know ahead of time
    - Check in between classes to pick up missed assignment
- Juniors & Seniors: You will be pulled out a tremendous amount of time (<50 hours). You will need to balance your grade-level assignments with Digital Animation assignments. Unfortunately, the lack of balancing your workload will lead to low grades in this class.

Accommodations/Modification and Supports:
Any student who requires accommodations, modifications or additional supports should contact me as early as possible so that we may arrange accommodations, modifications and supports.

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GPA Student Expectations:

School-wide Attendance: All students are expected to be punctual and in their classroom seat, ready to learn for each day. Under California law (Ed. Code 48200) all children between the ages of six and eighteen are required to be enrolled and in regular attendance at school. GPA families know that school attendance is the critical first step to make sure that each student receives an education that will help them on their path to college. Students cannot learn what they need to be prepared for the next grade level, if they are not in school. The more absences from school a student has, the more they fall behind in their classes and the more difficult it will be to make it to college.

Planner Use: All students are expected to write all assignments in their GPA planner daily. Your first GPA planner will be provided by the school to support organization and time management.

Homework Completion: As a school working toward college preparation, all GPA students are expected to complete their daily/weekly assignments. Students who fail to complete their homework assignments on time, and are unexcused, will be required to attend lunch and after school tutoring support daily until completed. Until all assignments are completed, students may not be eligible for athletics, clubs, and other extracurricular activities.

Electronic Device Policy: Cell phones, smart watches, and other electronic communication devices that can send and/or receive data are not permitted to be visible, heard, or used in any manner during school hours except by approval of school authorities. Any violation and/or disruption of the learning process will result in the confiscation of the item. The parent/guardian must pick up the confiscated item from the Office of Student Conduct or the teacher.

Computer/Internet Usage Policy: Students may not use computers and/or the GPA network without proper adult supervision. The teacher/staff will choose resources on the Internet that are appropriate for classroom instruction and/or research for the needs, maturity, and ability of their students.

Acceptable Use-
- Access to any site that provides information relevant to current class assignments
- Access to college or university websites
- Use of teacher approved educational software (games, instructional tools, etc.)

Academic Integrity: Honest behavior is an expectation for all students at Gompers Preparatory Academy. Our goal is to create and maintain an ethical academic atmosphere. Acts of academic dishonesty that will not be tolerated at GPA are listed below:
- Cheating on any classroom assignment, test, or quiz
- Plagiarism - copying or representing another's ideas, words, or work as one's own, without properly citing the source. Plagiarism includes the misuse of published material, electronic material, and/or the work of other students. The original writer who intentionally shares his/her work for another to copy, without the permission of the teacher, is also engaged in plagiarism
- Fabrication (any falsification or invention of date, citation, or other authority in an assignment); theft or alteration of materials
- Unauthorized collaboration
- Unauthorized use of electronic devices

Students found in violation of GPA's Academic Integrity Policy will be disciplined appropriately, which may lead to formal suspension. Consequences for offenses may include, but are not limited to, detention, ***lowering of academic and citizenship grade and/or suspensions/exclusion from extracurricular activities***.

Standards/Format for Writing Papers - MLA Format:

The standard format for all papers follows the MLA formatting rules:

1. Typed, double-spaced: TIMES NEW ROMAN, 12 font, including title
2. Heading: 4 lines - UPPER LEFT corner

Student name:	"Sammy Gompers"
Teacher name:	Ms. Teacher
Course name, period:	English I, Period 3
Date	06 February 2009

3. All pages numbered: upper right corner, last name and page number; no punctuation, no "p." or "pg."
4. Title: centered, upper and lower case
5. Work Cited/ Documentation Format: It is necessary to credit any source that is used in a paper or project. Plagiarism is considered cheating. All sources must be documented. Citing sources in a paper must be thorough and accurate. MLA formatting for in-text citations and works cited is mandatory.

Important Dates:

Quarter 1:

- Q1 Finals Week: October 23rd and 27th
- Parent Conferences: October 23rd - 27th
- End Date: October 30th

Quarter 2:

- Q2 Finals Week: January 22nd - 26th
- Parent Conferences: January 16th - 22nd
- End Date: January 31st

Quarter 3:

- Q3 Finals Week: April 9th - 13th
- Parent Conferences: April 16th - 20th
- End Date: April 23rd

Quarter 4:

- Q4 Finals Week: May 29th - June 1st
- End Date: June 26th

Student Signature : _____ Parent/Guardian Signature: _____

Date: _____