

## *Digital Animation 1*

Distance Learning Modules 3 & 4 & 5 - Weeks of: April 13th - May 1

### **Content Area: Visual Arts - *Modified from Unit #2 - Story Development***

In this module, students will develop an animated story. They will apply their learning from the previous unit as well as learn new elements of animating with storyboard elements, facial expressions, shot types, backgrounds, and music. Students will learn by using a sketchbook to draw out their ideas while continuing to become more fluent with the software (i.e Adobe Animate).

#### **Targeted Goals from Stage 1:**

Imagining: Students will be able to conceive of a novel approach to create a text, performance, solution, application, or inquiry.

Product Creation: Students will be able to effectively use a medium to communicate important information (findings, ideas, feelings, issues, etc.) for a given purpose.

#### **Content Knowledge:**

- Basic elements of telling an engaging story: character, wish, conflict, unpredictable resolution
- How to use music to drive the timing of the story
- Shot types: long shots, medium shots, close ups, extreme close ups
- Facial expressions: how to communicate what a character is feeling without saying a word
- Backgrounds: how to create the illusion of space in ; interior one point perspective and exterior atmospheric perspective
- Role of staging (second key principle of animation) in developing a story

**Vocabulary:** Storyboard, Longshot, medium shots, close ups, extreme close ups, Interior and Exterior Space, one point perspective, atmospheric perspective, Staging

#### **Skills:**

- Drawing ideas in sketchbook that will be the basis for the storyboard
- Identifying musical phrases to capture pivotal moments of the introduction of character, wish, conflict, and unpredictable resolution
- Communicating emotion through facial expression, body language, symbols
- Using a variety of shot types to maintain audience interest
- Creating the illusion of space outside by using atmospheric perspective and/or inside using one-point perspective
- Examining an animated story to determine effectiveness given established criteria (see Critique in Stage 2)

**Expectation:**

Description of Task (s):	Resources and Materials:	Daily Checks (Return to Google Classroom or snapshots from a cell phone)
<u>Weekly Drawing assignment.</u>  Drawing Space in an interior one point perspective.	See google classroom	Save a one point perspective space to google classroom
<u>Weekly Drawing assignment</u> Drawing Space in an exterior atmospheric perspective	See google classroom	Save and image of atmospheric perspective space to google classroom
<u>Story boarding</u> Watch the video on ormie the pig and notice shot types, facial expression and struggling events.  Students will create a storyboard of a character a wish, conflict, struggling event, and an unpredictable resolution.	YouTube video – Ormie the Pig	Hand in a picture of your storyboard by April 17th
<u>Bi Weekly Animation Portfolio Project</u> Animate your story: Use the storyboard and the drawings of space to animate a story with a variety of shot types and facial expressions	See rubric online	Hand in story by May 1st

**Week criteria for success** (attach student checklists or rubrics):

- ☐ Draw interior one point perspective
- ☐ Draw exterior atmospheric perspective
- ☐ Draw out storyboard with expressions and variety of shot types
- ☐ Animate Full Story

**Supportive resources and tutorials for the week** (plans for re-teaching):