

FOUNDATIONS OF ANIMATION
COURSE CODE: 5350
STUDENT PROFILE

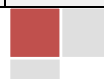
Student's Name		Teacher's Name			
School Year/Semester	Date Began	Date Completed	Grade		
Directions: Document student's progress using the applicable rating scales below: Enter date of completion under the appropriate column.					
0 - Has not received instruction in this area / no experience or knowledge of this task (N/A) 1 – Requires additional instruction and or close supervision (60-69) 2 – Can perform the task completely with limited supervision (70-79) 3 – Can apply and perform independently (80-100)					
A. SAFETY					
		0	1	2	3
1	Review school safety policies and procedures.				
2	Review classroom safety rules and procedures.				
3	Review safety procedures for using equipment in the classroom.				
4	Identify major causes of work-related accidents in office environments.				
5	Demonstrate safety skills in an office/work environment.				
B. STUDENT ORGANIZATIONS					
		0	1	2	3
1	Identify the purpose and goals of a Career and Technology Student Organization (CTSO).				
2	Explain how CTSOs are integral parts of specific clusters, majors, and/or courses.				
3	Explain the benefits and responsibilities of being a member of a CTSO.				
4	Explain the consequences of social, illegal, and unethical uses of technology (e.g., piracy; cyberbullying; illegal downloading; licensing infringement; inappropriate uses of software, hardware, and mobile devices in the work environment).				
5	Explain how participation in CTSOs can promote lifelong benefits in other professional and civic organizations.				
C. TECHNOLOGY KNOWLEDGE					
		0	1	2	3
1	Demonstrate proficiency and skills associated with the use of technologies that are common to a specific occupation				
2	Identify proper netiquette when using e-mail, social media, and other technologies for communication purposes.				
3	Identify potential abuse and unethical uses of laptops, tablets, computers, and/or networks.				



4	Explain the consequences of social, illegal, and unethical uses of technology (e.g., piracy; cyberbullying; illegal downloading; licensing infringement; inappropriate uses of software, hardware, and mobile devices in the work environment).				
5	Discuss legal issues and the terms of use related to copyright laws, fair use laws, and ethics pertaining to downloading of images, photographs, documents, video, sounds, music, trademarks, and other elements for personal use.				
6	Describe ethical and legal practices of safeguarding the confidentiality of business-related information.				
7	Describe possible threats to a laptop, tablet, computer, and/or network and methods of avoiding attacks.				
D. PERSONAL QUALITIES AND EMPLOYABILITY SKILLS		0	1	2	3
1	Demonstrate punctuality.				
2	Demonstrate self-representation.				
3	Demonstrate work ethic.				
4	Demonstrate respect.				
5	Demonstrate time management.				
6	Demonstrate integrity.				
7	Demonstrate leadership.				
8	Demonstrate teamwork and collaboration.				
9	Demonstrate conflict resolution.				
10	Demonstrate perseverance.				
11	Demonstrate commitment.				
12	Demonstrate a healthy view of competition				
13	Demonstrate a global perspective.				
14	Demonstrate health and fitness.				
15	Demonstrate self-direction.				
16	Demonstrate lifelong learning.				
E. PROFESSIONAL KNOWLEDGE		0	1	2	3
1	Demonstrate effective speaking and listening skills.				
2	Demonstrate effective reading and writing skills.				
3	Demonstrate mathematical reasoning.				
4	Demonstrate job-specific mathematics skills.				
5	Demonstrate critical-thinking and problem-solving skills.				
6	Demonstrate creativity and resourcefulness.				



7	Demonstrate an understanding of business ethics.				
8	Demonstrate confidentiality.				
9	Demonstrate an understanding of workplace structures, organizations, systems, and climates.				
10	Demonstrate diversity awareness.				
11	Demonstrate job acquisition and advancement skills.				
12	Demonstrate task management skills.				
13	Demonstrate customer-service skills.				
F. HISTORY AND EVOLUTION OF ANIMATION		0	1	2	3
1	Explore the history of animation.				
2	Describe trends in animation.				
3	Compare current animation technologies with historical technologies.				
4	Identify emerging and innovative animation technologies and software.				
5	Describe the importance of animation's influence on society.				
G. PRE-PRODUCTION: CONCEPT AND DESIGN		0	1	2	3
1	Practice brainstorming and ideation to develop a concept.				
2	Identify the purpose, audience, and audience needs for interactive media content.				
3	Incorporate cultural sensitivity and diversity awareness into the design process.				
4	Develop an appropriate design process to create and modify solutions to problems.				
5	Illustrate actions with sequential panels, i.e. develop a flipbook or use claymation.				
H. PRE-PRODUCTION: STORYTELLING AND STORYBOARDING		0	1	2	3
1	Incorporate writing strategies and activities as individuals and groups to develop ideas in the story process.				
2	Write visually descriptive stories with effective dialogue.				
3	Create a character and develop character traits to give character purpose.				
4	Develop a plan to create a background that helps tell a story.				
5	Identify how the background interacts with characters.				
6	Order and connect ideas into a coherent narrative or sequence in a script that demonstrates continuity.				
7	Create a series of stick figures in a variety of poses, actions, and sequences.				
8	Visually communicate concepts/ideas utilizing a storyboard.				
I. PRODUCTION: UNDERSTANDING THE ANIMATION SOFTWARE		0	1	2	3



1	Identify and utilize elements of the animation software interface (Tools, Property Inspector, Timeline, document properties, guides and rulers, and Motion Editor).				
2	Identify the functions of commonly used tools, including selection tools, drawing tools, and shape tools.				
3	Navigate, organize, and customize the workspace.				
4	Demonstrate knowledge and appropriate use of typography, i.e. text, text tools, and visual design layout.				
5	Demonstrate knowledge and use of layers.				
6	Demonstrate knowledge and use of the library panel.				
J. PRODUCTION: ANIMATION DEVELOPMENT		0	1	2	3
1	Create, import, modify, and manipulate objects, graphics, and text using a variety of tools and techniques.				
2	Create and edit graphic symbols and instances.				
3	Apply various animation techniques (i.e. frame-by-frame, tweening, ease).				
4	Create and modify keyframes and key poses.				
5	Change an object's state or position over time.				
6	Modify frame rate and speed.				
7	Demonstrate an object following a path.				
8	Simulate natural or mechanical movement (i.e. walking).				
9	Create masks.				
10	Import and use sound.				
11	Add and export video.				
K. PRODUCTION: COMPLEX ANIMATION AND ACTION SCRIPTING		0	1	2	3
1	Add simple controls utilizing industry scripting language (e.g., ActionScript 3).				
2	Create and animate interactive symbols (movie clips and buttons).				
3	Demonstrate navigation techniques using ActionScript.				
4	Use ActionScript with sounds.				
L. POST-PRODUCTION		0	1	2	3
1	Identify best practices for managing file size and file types.				
2	Select appropriate distribution format.				
3	Publish and export animations.				
4	Conduct basic technical and usability tests.				



M. CAREER DEVELOPMENT		0	1	2	3
1	Develop, maintain, and update portfolios.				
2	Prepare and deliver a visual presentation utilizing appropriate industry terminology.				
3	Understand the elements of the critique process, including a respect for peer work and the ability to give and receive dispassionate criticism.				
4	Conduct peer and self-evaluations using rubrics.				
5	Research and present careers related to the animation industry.				

