



Priority Standards

Subject Priority Standards

HS Media Arts - 3D Animation Design

Below is a table of the priority standards.

Creative Process	Priority Standard	Essential Skills
Creating	Cr1.1.1a - Use multiple approaches to begin creative endeavors.	<ul style="list-style-type: none"> Practice with specific materials and techniques <u>3D Animation Software Interface</u> <ul style="list-style-type: none"> Manipulating 3D space 3D geometry modeling Texturing <u>Animation Basics</u> <ul style="list-style-type: none"> Principles of Animation Timing Tweening Squash/Stretch Ease-In/Ease-Out <u>Animation Walk Cycle</u> <ul style="list-style-type: none"> Weight Secondary Animation <u>Animating Speech</u> <ul style="list-style-type: none"> Phonemes <p>Develop artistic ideas through: Brainstorming, sketching, storyboarding.</p> <ul style="list-style-type: none"> <u>Animation Plot/Story</u> <ul style="list-style-type: none"> Brainstorming/Research Plotline of a gag Character Design Color scheme/Language Storyboarding
Creating	Cr1.2.1a - Shape an artistic investigation of an aspect of present-day life using a contemporary practice of art or design.	<ul style="list-style-type: none"> Create works of animation and computer-generated imagery that are influenced by established traditions, current events, and contemporary themes.

Creative Process	Priority Standard	Essential Skills
Creating	Cr2.1.1a - Engage in making a work of art or design without having a preconceived plan.	<ul style="list-style-type: none"> • Create works of animation by experimentation, practice and persistence. • 12 Principles of Animation
Presenting	Pr.6.1.1a - Analyze & describe the impact that an exhibition or collection has on personal awareness of social, cultural, or political beliefs & understandings.	<ul style="list-style-type: none"> • Examine cultural and historical relevance of animation through film studies, and the study of art history and visual culture.
Responding	Re9.1.1a- Establish relevant criteria in order to evaluate a work of art or collection of works.	<ul style="list-style-type: none"> • Evaluate animation and art based on: <ul style="list-style-type: none"> ○ Standards in craftsmanship ○ Creativity ○ Technical execution ○ Criteria development ○ Art and Animation history ○ Film criticism ○ Reflection • Formal evaluation vs. personal judgment.
Connecting	Cn11.1.1a - Describe how knowledge of culture, traditions, & history may influence personal responses to art.	<ul style="list-style-type: none"> • Develop a deeper understanding of works of animation and computer-generated imagery with social, cultural, and historical context. • History of computer-generated animation. • History of Animation
Connecting	Cn10.1.1a - Document the process of developing ideas from early stages to fully elaborated ideas.	<ul style="list-style-type: none"> • Formulate personal awareness by reflecting on the creative process from start to finish through: <ul style="list-style-type: none"> ○ Journaling ○ Concept portfolios ○ Written responses to new knowledge