Subject Priority Standards

HS Media Arts – Introduction to Animation

Below is a table of the priority standards.

Creative Process	Priority Standard	Essential Skills

Creating	Cr1.1.la - Use multiple approaches to begin creative endeavors.	• Practice with specific materials and techniques.
		• Cartoon Drawing Basics
		   o Rounded Forms
		   o Solid Drawing with Overlapping Forms
		   o Simplifying/Exaggerating
		   o Shape Language
		   o Caricature
		   o Cartoon Faces/Expressions
		   o Cartoon Bodies
		   o Line of Action
		• Animation Basics
		   o Principles of Animation
		   o Timing
		   o Tweening
		   o Squash/Stretch
		   o Ease-In/Ease-Out
		• Animation Walk Cycle
		   o Weight
		   o Secondary Animation
		• Animating Speech
		   o Phonemes
		• Develop artistic ideas through brainstorming, sketching, storyboarding.
		• Animation Plot/Story
		   o Brainstorming/Research
		   o Plotline of a gag
		   o Character Design
		   o Color scheme/Language
		   o Storyboarding

Creative Process	Priority Standard	Essential Skills
Creating	Cr1.2.la - Shape an artistic investigation of an aspect of present-day life using a contemporary practice of art or design.	• Create works of art that are influenced by established traditions, current events, and contemporary themes. • Caricature Drawing
Creating	Cr2.1.la - Engage in making a work of art or design without having a preconceived plan.	• Create works of art by experimentation, practice and persistence. • 12 Principles of Animation
Presenting	Pr.6.1.la - Analyze & describe the impact that an exhibition or collection has on personal awareness of social, cultural, or political beliefs & understandings.	• Examine cultural and historical relevancy of animation through film studies, and the study of art history and visual culture.

Responding	Re9.1.la - Establish relevant criteria in order to evaluate a work of art or collection of works.	• Evaluate animation and art based on:
		  o Standards in craftsmanship, creativity, technical execution
		  o Criteria development
		  o Art and Animation history
		  o Film criticism
		  o Reflection
		  o Formal evaluation vs. personal judgment

Connecting	Cn11.1.la - Describe how knowledge of culture, traditions, & history may influence personal responses to art.	• Develop a deeper understanding of works of art with social, cultural, and historical context. • History of computer-generated animation. • History of Cartooning • History of Animation

Connecting	Cn10.1.la - Document the process of developing ideas from early stages to fully elaborated ideas.	• Formulate personal awareness by reflecting on the creative process from start to finish through:
		  o Journaling
		  o Concept portfolios
		  o Written responses to new knowledge