

Name: Robert Lefrandt	Grading Quarter:	Week Beginning: <i>Week 3</i> 01/22/2024
School Year: 2023-24	Subject: Digital Animation	

<p>Monday</p>	<p>Notes: Instructional Framework</p> <p>Domain Content Creation Instructional Time: 50-60%</p> <p>https://www.azed.gov/sites/default/files/2021/07/DigitalAnimationIF10030400.pdf</p> <p>STANDARD 4.0 UTILIZE TECHNOLOGY TO MANAGE PRINCIPLES, ACTIVITIES, AND TRENDS IN DIGITAL ANIMATION Software package awareness and application Visual development (Photoshop, Gimp, Krita)</p> <p>Domain2: Pre-Production and Basic Principles</p> <p>Instructional Time: 15-20%</p> <p>STANDARD 5.0 ENGAGE IN PRE-PRODUCTION/PLANNING PHASE OF CONTENT CREATION IN DIGITAL ANIMATION</p> <p>5.7 Apply basic anatomy to figure drawing and character design -Primitive shapes make up humans and animals</p> <p>5.8 Develop concept art for all key (priority) assets (e.g., thumbnails and silhouette sketches) -Character sheets</p> <p>STANDARD 9.0 STANDARD 10.0 STANDARD 11.0</p>	<p>01/22/2024 Digital Animation</p> <p>Objective: Students use computer applications and related visual and sound imaging techniques to create animations and other visual effects for television, movies, video games, and other media.</p> <p>Lesson Overview: Use "Scratch Programming Playground" as Online Course for creating Video Games.</p> <p>STANDARD 1.0 ANALYZE THE COMMUNICATION MEDIA TECHNOLOGIES INDUSTRY, ITS BUSINESS PRACTICES, AND ITS ROLE IN THE ECONOMY 1.1 Investigate the history and evolution of the Communication MediaTech 1.10 Identify professions that comprise the Communication Media Technologies industry (i.e., animation, broadcasting, film-making, graphic design, illustration, music and audio production, digital imaging, printing, publishing, etc.) Technologies industry (i.e., technology, processes, production, etc.)</p> <p>STANDARD 2.0 INVESTIGATE INTELLECTUAL PROPERTY (IP) LAW AND RIGHTS MANAGEMENT 2.1 Identify current legal issues in media professions 2.2 Examine intellectual property law and its ramifications (e.g., copyright, free and fair use, and licensing) 2.3 Explain plagiarism and its effects in business</p> <p>STANDARD 3.0 DEMONSTRATE CLIENT/SERVICE PROVIDER PRACTICES APPROPRIATE TO DIGITAL ANIMATION 3.1 Use industry terminology appropriate to the work environment</p> <p>STANDARD 4.0 UTILIZE TECHNOLOGY TO MANAGE PRINCIPLES, ACTIVITIES, AND TRENDS IN DIGITAL ANIMATION 4.1 Select appropriate software and hardware for specific work tasks (i.e., time management, customer services records, media projects, etc.)</p> <p>STANDARD 5.0 ENGAGE IN PRE-PRODUCTION/PLANNING PHASE OF CONTENT CREATION IN DIGITAL ANIMATION 5.1 Interpret a design brief (e.g., art styles, platform specifications, asset lists, and priorities)</p> <p>STANDARD 6.0 IMPLEMENT PLANS FOR THE CREATION OF CONTENT USING MODELING, TEXTURING, AND LIGHTING TECHNIQUES 6.1 Explain the animation pipeline and its stages</p> <p>STANDARD 9.0 DELIVER/DISTRIBUTE CONTENT USING VARIOUS MEDIA IN ACCORDANCE WITH CLIENT EXPECTATIONS IN DIGITAL ANIMATION 9.1 Identify various file formats and their advantages and disadvantages</p> 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