Visual Arts – Digital Animation I - *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)
Weekly Animation Portfolio Project Continuing to animate your story: Use the storyboard and the drawings of space from the previous modules continue to animate a story with a variety of shot types and facial expressions.	See rubric online	Hand in finalized animation by May 15th

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

- ❏ Animate Full Story