

## **ANIMATION PROGRAM GOALS AND COMPETENCIES**

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AC 4-19-17

### **ANIMATION GOALS**

1. To analyze and solve both technical and creative animation problems.
2. To create story lines and actions that communicate a message.
3. To apply the principles of animation, including gravity, motion, and timing into projects.
4. To produce animations through the use of sound, image, and materials.
5. To utilize current technologies for animation.

### **ANIMATION COMPETENCIES (PC)**

Students will:

1. Demonstrate general verbal and visual literacy while communicating ideas and story lines using animation. (CC 1,2,4,5) (FN 1,3)
2. Create and calculate believable motion in projects that demonstrate principles universal to all forms of animation, including the knowledge of gravity and human locomotion. (CC 3,4,6) (FN 1,2, 3)
3. Create a portfolio-quality animated short film, while applying basic animation techniques and technology by using both camera equipment and software. (CC 3,4,6) (FN 1,2, 3)
4. Create projects that demonstrate a basic knowledge of the history of animation and filmmaking, and the knowledge of its technical development. (CC 4,5,6 ) (FN 1,2, 3)
5. Create an animation, through various phases of production, essential to the process of preparing for further study and possible careers as part of a production team. (CC 1,2,3,4,5,6) (FN 1,2, 3)