



Animation



Mr. Buckley

3D CHARACTER DESIGN

Total Points possible =100.

25 points for each assessment category below (25 + 25 + 25 + 25 = 100 TOTAL POINTS).

A: Objective and Criteria:

Students will create Model Sheets for each character in their story of their own design incorporating elements and techniques learned following along and using steps from the tutorial guides located on the shared classroom google drive.

Must be **unique and original creations** (borrowing and changed ok, but no copying).
Must include and incorporate **different, varied, deep, as well as high relief textures**.

B: Assessment:

SEE RUBRIC

0-25 Creativity- Use of surface texture design techniques to decorate character sculptural designs.

0-25 Form, Symmetry, and Lines of Action- Forms are appropriately symmetrical and show uniformity in size and overall shape with consideration to the character and design. Lines of action are clear throughout.

0-25 Craftsmanship -final presentation demonstrates thorough, thoughtful and detailed attention to clean up of all parts and surfaces of the project. All parts of topology are thoughtfully and economically designed.

0-25 Planning and execution :(The Artistic Process)

All steps and directions for the project and assignments have been followed and completed thoughtfully and thoroughly from begging to end and are included in your sketchbook/notebooks and all relevant parts are submitted to the class website (<http://pirateanimation.weebly.com>).

0-100

TOTAL POINTS POSSIBLE



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PLANNING

Use --the 7 Steps of the Artistic Process--

1. PURPOSE: Organize your thoughts. What are you going to make? Start with a brainstorming list of Idea's. Create a brain storming list of no less than **20 words**. (Highly Recommended)

2. RESEARCH: Look at examples or study artists and Art History. Print out your visual reference and include in sketch book for later use.

***** REMEMBER*****

You are not copying the visual references; you are referring to them, changing them as necessary, and improving on them as needed.
(Highly Recommended)

*****3. HYPOTHESIS:** Plan and sketch out, how to carry out, your ideas.

*****Draw or Sketch out your Visual Plan:** 1. Draw a minimum of 4 different design sketches or possible designs. Indicate the final design you chose.

4. MATERIALS: Select the media and colors you will work in. (Program effects and texture options, materials, etc.).

5. PROCEDURE: Using the 7 Elements and 7 Principals of Art and Design—Create your Artwork.

6. RESULTS: Self-evaluate, **analyze**, and critique. This is a continuous individual process, as well as a formal group process we will do at the end of this lesson using The 4 Steps of Art Analysis and Critique.

7. CONCLUSION: Rework, and/or display your finished work of art.

CUT AND/OR PASTE EVERYTHING INTO YOUR SKETCHBOOK TO BE TURNED IN
ALSO UPLOAD IMAGES OF YOUR ROUGH SKETCHES AND FINAL ART WORK TO THE ONLINE CLASS GALLERY

<http://pirateanimation.weebly.com>

GO TO YOUR CLASS PERIOD PAGE AND SCROLL TO BOTTOM FOR SUBMISSIONS



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Standards

Expected School-wide Learning Results

1. Communicate effectively in speech and writing
2. Demonstrate a basic technological literacy
3. Demonstrate higher order thinking skills

CA ACADEMIC CONTENT STANDARDS:

Grades 9-12

2.0 CREATIVE EXPRESSION

Creating, Performing, and Participating in the Visual Arts. Students apply artistic processes and skills, using a variety of media to communicate meaning and intent in original works of art.

Skills, Processes, Materials, and Tools

- 2.1 Solve a visual arts problem that involves the effective use of the elements of art and the principles of design.

4.0 AESTHETIC VALUING

Responding to, Analyzing, and Making Judgments About Works in the Visual Arts

Students analyze, assess, and derive meaning from works of art, including their own, according to the elements of art, the principles of design, and aesthetic qualities.

Common Core State Standards:

CCSS.ELA-Literacy's 9-12.4,

Determine the meaning of symbols, key terms, and other domain-specific words and phrases as they are used in a specific scientific or technical context relevant to grades 9-12 texts and topics.

National Core Arts Standards: MEDIA ARTS – Creating

- **Anchor Standard 1: Generate and conceptualize artistic ideas and work.**

(MA: Cr1.1.I)

Use identified generative methods to formulate multiple ideas, develop artistic goals, and problem solve in media arts creation processes.

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