

**Animation** 



Mr. Buckley

# **3D Storyboarding**

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 a first pass story board sequence incorporating elements and techniques learned in class so far and from following along and using steps from the tutorial guide and examples located on the shared classroom google drive.

Must be a **unique and original creation** (borrowing and changed ok, but <u>no copying</u>). \*\*\*Must be submitted to the Assignment turn in folder located on the class google drive.\*\*\*

# **B: Assessment:**

# \*\*\*SEE RUBRIC\*\*\*

- <u>0-25</u> **Creativity** Use of varied and unique framed shots to demonstrate character perspectives and story sequences.
- <u>0-25</u> Form, Symmetry, and Lines or flow of Action- Story forms are appropriately sequenced and read clearly, show story uniformity and overall consideration to the character and story design and theme.
- <u>0-25</u> **Craftsmanship** -final presentation <u>demonstrates</u> thorough, thoughtful and detailed attention to <u>clean up of all parts and surfaces</u> of the project and designs.

#### 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/notebook and all relevant parts are submitted to the class website (<u>http://wheatlandart.@gmail.com</u>).

# 0-100 TOTAL POINTS POSSIBLE



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#### **PLANNING**

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

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

**<u>2. RESEARCH</u>**: 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, <u>changing them</u> as necessary, <u>and improving on</u> 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 <u>a minimum of 4</u> different design sketches or possible designs. <u>Indicate</u> the final design you chose.

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

**<u>5. PROCEDURE:</u>** Using the 7 Elements and 7 Principals of Art and Design—<u>Create your Artwork.</u>

**<u>6. RESULTS</u>**: 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 **<u>The 4 Steps of Art Analysis and Critique</u>**.

**<u>7. CONCLUSION</u>**: 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://wheatlandart.@gmail.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: VISUAL ARTS – Responding

Anchor Standard 1: Generate and conceptualize artistic ideas and work. VA: Cr1.1.Ia

• Use multiple approaches to begin creative endeavors.

# 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.