Wheatland Union High School
A California Distinguished School

Course Syllabus

Department: **ART**   **Course Title:** **3D Animation**   **Course Code:**

Teacher: Mr. Buckley
Classroom Number: E-5
Semester: Fall/Spring
Website Address: www.pirateanimation.weebly.com
      : www.wheatlandpiratearts.weebly.com

Email Address: sbuckley@wheatlandhigh.org
Phone number: 633-3100 ex. 736
School Year: 2016-17

Course Description

   This is a comprehensive foundational Art course aligned to the California State Academic Content Standards, the Common Core State Standards, and the National Core Arts Standards. In this introductory course, students are introduced to animation theory and hands-on training in art fundamentals and principals of design. We will also be covering drawing, cartooning, animation, and an introduction to the latest 2d and 3d computer graphics technologies, applications, and imaging techniques. With this focus in mind, students will study art theory, composition, color, spatial concepts, rendering, various animation and computer assets and applications, as well as how to make use of creativity, imagination, innovation, and various problem solving strategies in order to convey, communicate, and present ideas and information efficiently and effectively.
   Integrated throughout this course are career preparation standards which include basic academic skills, communication strategies, interpersonal and team building skills, problem solving, workplace safety, technology and employment literacy skills. Computers will be the primary tool for visual problem solving, creative expression, research and communication. Art criticism and aesthetic valuing are ongoing through verbal and written critique of student work. Students will learn about various art careers and opportunities by working with community members to learn and create real products, develop portfolios, work in professional scenarios, and gain valuable experiences and insight into the Digital Art and Animation industry.

Course Outcomes

   Upon successful completion of this course students will have a hands on, foundational and working knowledge of the primary tools and techniques used for production in Animation, Digital Arts and Media, and the Video Gaming Industry. Making use of modern and historic examples to demonstrate major and minor artistic concepts and techniques, students will develop proficiency, skills, and understanding in the language of the visual arts and communication technologies. Students will learn problem solving techniques through the use of compositional elements and methods, principals and elements of design, and traditional artistic critique.

Materials Required

   There are no required textbooks for this course, materials will be provided. Projects will typically contain a written or research component that will require access to books, classroom computers, or make use of the school library facility.
   Although not required, it is recommended that each student obtain a USB compatible flash drive with an 8 Gig. capacity or higher.

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Grading Policy

Grading is based on a point/percentage system. Each project is worth 100 points and criteria for grading is explained for each project as it is started. Do not miss projects.

100-90 = A   89-80=B   79-70=C   69-60=D   59- =F

Late Work: Work not turned in on time will not receive full credit. Special Circumstances may be considered on a case by case basis.

Important Assignments, Activities, or Projects

To be announced
All Projects are assessed and graded according to the project Rubric.

Assessment, Participation, and Attendance Policies

10 Daily points will be awarded for Classroom participation. These points are cumulative and will be a part of your grade.
Students are expected to work every day. On the third No Work day the student's semester grade will drop one full grade.

Required Textbooks and Other Reading

All textbooks and reading materials will be provided.

Class Rules

1. Be on Time and Ready to Work. (This means be in your seat when the bell rings).
2. Make efficient use of time and work daily on projects (Show a creative effort and exhibit self-discipline).
3. No Cell phones in class (If I see your cell phone out it will be confiscated).
4. Participate in a daily cooperative cleanup of room and working areas. (I.e. scrape, and sponge tables, clean tools, sink, and glazing areas as well as pick up all clay dropped etc.).
5. Remove hat when entering the studio.

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Additional Notes

Be an active participant in your education. Show classroom kindness, manners, and consideration for others.

Please sign and return bottom portion only.

Keep top portion for your records

Cut here:

We have read the course syllabus and we understand the class expectations to pass this course.

I (print name) _____ will keep this course syllabus in my binder.

Student Signature:

_____

Parent/Guardian Name (please print):

_____

Parent/Guardian Signature:

_____