

eDynamic Learning Course Title: Animation 1ab

State: WA

State Course Title: Media Arts - High School Proficient

State Standards: The Arts Learning Standards

Date of Standards: 2017

Percentage of Course Aligned: 88%

Standards	Course Title (a or b), if applicable, e.g. Game Design 1a	Unit Name(s)	Lesson(s) Numbers	How Standard is Taught	How Standard is Assessed	Comments	Standard Rating (Fully Met / Partially Met / Not Met)
<b>Anchor Standard 1 Generate and conceptualize artistic ideas and work.</b>							
a. Use identified generative methods to formulate multiple ideas, develop artistic goals, and problem solve in media arts creation processes.	Animation 1a: Introduction	Unit 6: Animated Emotion	Activity 1	Finding inspiration for animation and understanding replicable methods of generating ideas to develop a pitch for the student-developed animated film	Activity 1		Fully Met
<b>Anchor Standard 2 Organize and develop artistic ideas and work.</b>							
a. Apply aesthetic criteria in developing, proposing, and refining artistic ideas, plans, prototypes, and production processes for media arts productions, considering original inspirations, goals, and presentation context.	Animation 1a: Introduction	Unit 7: Visual Storytelling	Activity 2	Storyboarding the animation project, including incorporating the revised script in storyboarding process, clearly communicating the message and intention to the audience through planned shots and camera angles, and applying drawing skills to present the content in a finished storyboard	Activity 2		Fully Met
<b>Anchor Standard 3 Refine and complete artistic work.</b>							
a. Consolidate production processes to demonstrate deliberate choices in organizing and integrating content and stylistic conventions in media arts productions, demonstrating understanding of associated principles, such as emphasis and tone.	Animation 1b: Animating Your Creativity	Unit 6: Human Anatomy and Form	Activity 2	Beginning the production of the short film, making deliberate stylistic choices to begin to develop an animation integrating seven defined principles of animation	Activity 2		Fully Met
b. Refine and modify media artworks, honing aesthetic quality and intentionally accentuating stylistic elements, to reflect an understanding of personal goals and preferences.	Animation 1b: Animating Your Creativity	Unit 5: Introduction to Rigging: Joints & Weights	Activity 2	Developing and refining an animation of a student-developed character, applying the principles of animation of arc and follow through and overlapping action, with a goal of achieving photorealistic animation in Blender	Activity 2		Fully Met
<b>Anchor Standard 4 Select, analyze, and interpret artistic work for presentation.</b>							

a. Integrate various arts, media arts forms, and content into unified media arts productions, considering the reaction and interaction of the audience, such as experiential design.	Animation 1b: Animating Your Creativity	Unit 8: A Career in Animation	Activity 2	Creating a demo reel of best samples of personal work, integrating timing and audio for effectiveness, and presenting the demo reel to an audience	Activity 2		Fully Met
<b>Anchor Standard 5 Develop and re fine artistic techniques and work for presentation.</b>							
a. Demonstrate progression in artistic, design, technical, and soft skills, as a result of selecting and fulfilling specified roles in the production of a variety of media artworks.	Animation 1a: Introduction	Unit 2: Hand-Drawn Animation	Lesson 3, Activity 2	Understanding principles of design, applying principles of design to develop four drawings using the rotoscoping method	Activity 2	This standard is fully addressed throughout both courses as students progress in artistic and design skills.	Fully Met
b. Develop and refine a determined range of creative and adaptive innovation abilities, such as design thinking and risk taking, in addressing identified challenges and constraints within and through media arts productions.	Animation 1b: Animating Your Creativity	Unit 3: Introduction to Modeling & Texture	Activity 1, 2	Understanding the basic design principles involved in texturing 3D models, applying materials, displacement maps, and textures to 3D models, using basic modeling tools to create complex objects from primitive ones to address the criteria and constraints of the project	Activity 1, 2		Fully Met
c. Demonstrate adaptation and innovation through the combination of tools, techniques, and content, in standard and innovative ways, to communicate intent in the production of media artworks.	Animation 1a: Introduction	Unit 3: Camera Animation and Camera Angles	Activity 2	Telling a story through visuals and dialogue, using different camera angles and lighting, understanding what they contribute to the mood of the animation	Activity 2		Fully Met
<b>Anchor Standard 6 Convey meaning through the presentation of artistic work.</b>							
a. Design the presentation and distribution of collections of media artworks, considering combinations of artworks, formats, and audiences.	Animation 1b: Animating Your Creativity	Unit 8: A Career in Animation	Activity 2	Creating a demo reel, combining artworks and refining format for the intended audience	Activity 2		Fully Met
b. Evaluate and implement improvements in presenting media artworks, considering personal and local impacts, such as the benefits for self and others.	Animation 1a: Introduction	Unit 7: Visual Storytelling	Activity 1	Developing and sharing a script for the animation, accepting feedback and applying feedback to improve the animation script	Activity 1		Fully Met
<b>Anchor Standard 7 Perceive and analyze artistic work.</b>							
a. Analyze the qualities of and relationships between the components, style, and preferences communicated by media artworks and artists.	Animation 1a: Introduction	Unit 2: Hand-Drawn Animation	Lesson 4, Activity 1	Analyzing components, style and cultural preferences represented by Disney animation and Japanese Anime	Critical Thinking 1, Activity 1		Fully Met
b. Analyze how a variety of media artworks manage audience experience and create intention through multimodal perception.	Animation 1a: Introduction	Unit 1: Basics of Animation	Activity 1	Analyzing nine different principles of animation in the animated film "Rings True", understanding how those principles impact the experience of the audience when watching the animation	Activity 1		Fully Met
<b>Anchor Standard 8 Interpret intent and meaning in artistic work.</b>							
a. Analyze the intent, meanings, and reception of a variety of media artworks, focusing on personal and cultural contexts.							Not Met
<b>Anchor Standard 9 Apply criteria to evaluate artistic work.</b>							
a. Evaluate media art works and production processes at decisive stages, using identified criteria, and considering context and artistic goals.	Animation 1a: Introduction	Unit 2: Hand-Drawn Animation	Lesson 3	Analyzing the principles of design as applied to Thor: Ragnarok	Activity 2		Fully Met
<b>Anchor Standard 10 Synthesize and relate knowledge and personal experiences to make art.</b>							
a. Access, evaluate, and integrate personal and external resources to inform the creation of original media artworks, such as experiences, interests, and cultural experiences.	Animation 1b: Animating Your Creativity	Unit 7: Connecting Sound to Animation	Activity 1, 2	Integrating personal and external resources to further develop the capstone project	Activity 1, 2		Fully Met

b. Explain and demonstrate the use of media artworks to expand meaning and knowledge, and create cultural experiences, such as learning and sharing through online environments.							Not Met
<b>Anchor Standard 11 Relate artistic ideas and works with societal, cultural, and historical context to deepen understanding.</b>							
a. Demonstrate and explain how media artworks and ideas relate to various contexts, purposes, and values, such as social trends, power, equality, and personal/cultural identity.	Animation 1a: Introduction	Unit 2: Hand-Drawn Animation	Lessons 1, 2, 4	Understanding and explaining historical, social and cultural contexts of various styles of animation, analyzing sample works of animation in context	Critical Thinking 1, 4, 5, Activity 1, Discussion 1		Fully Met
b. Critically evaluate and effectively interact with legal, technological, systemic, and vocational contexts of media arts, considering ethics, media literacy, social media, virtual worlds, and digital identity.	Animation 1a: Introduction	Unit 2: Hand-Drawn Animation	Lesson 4, Activity 1	Comparing and analyzing the cultural and ethical aspects and impacts of Disney animation and Japanese Anime	Critical Thinking 1, Activity 1		
	Animation 1b: Animating Your Creativity	Unit 8: A Career in Animation	Lessons 1-3	Understanding how to interact as a professional in the field of animation, describing concerns related to intellectual property and copyright law, presenting oneself as a professional	Critical Thinking 2-5		Fully Met