Computer Animation and Gaming Syllabus

Instructor Name: Heidi Hayden
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Office Hours: 3:15-4:00 TWTh or by appointment

Office Location: S3
Grade Level: 9, 10, 11, 12

Course Description
Students are introduced to the art of cartooning and two-dimensional computer animation, ActionScript 3.0 programming will be explored. This class explores and creates games in Construct.

Classroom Conduct
Students will show respect towards all students and teachers.
Students will complete work on time and according to the teacher instructions and deadlines.
Students must turn in necessary forms signed by their parent/guardian.
Students will follow the policies administered by the district and the high school. Students will use appropriate language.
Students will be respectful towards others race, gender, age, ethnicity, religion and any other form of diversity.
Students will come to class prepared to learn.
Students will be responsible for following up for days they have missed.
Students will respect school property, including computers and other technology. Any damages to property will need to be paid for by the student(s) who created the damage.
Students will attend class and be on time.

Classroom Policy
    Pay attention while teacher is giving instructions.
    Use equipment properly.
    Allow others to work without interruption.
    Do not change screen savers or other settings without permission.
    No food or drink at computer stations.

Grading Scale
A=90-100%   B=80- 89%   C = 70 - 79%   D = 60 - 79%   F = below 60%

Grading Explanation
This class is a Proficiency Based Learning class.

Standards 80% and Personal Management 20%
Students are to attend class and be on time. Students must come in after school to make-up assignments. If you know you will be absent please let the teacher now. Each day a standard is late will affect personal management. After three days the student will receive 1/10 on personal management. NO work will be accepted after two weeks of orginal standard due date. Make-up work will only be accepted if the absence is excused. Students must be able to access Synergy account. Students must use class time wisely (no unrelated internet or computer games).

Students will be given a variety projects. Each project must follow the guidelines and assignment specifications. Students are required to <u>bring headphones to class for the final project.</u>

SCAPPOOSE HIGH SCHOOL EQUIPMENT AGREEMENT

In return for the use of video/photo equipment Scappoose School District will be completely reimbursed for the cost of any charges related to replacement or repair of the equipment checked out to me if it is lost, stolen or damaged. This does not include damage due to ordinary wear and tear as determined by Ms. Hayden.

I further agree that the intended use of the photo and film production equipment shall be to produce work for the classroom assignments as related to the current curriculum. Photo and film content must follow the rules and regulations for acceptable behavior and subject matter as described in the student handbook. All consequences for unacceptable behavior, activities and speech apply to the content of your photo and film productions.

In addition, students will be using computers and other technology. If damage or if stolen, the responsible student will be charged to replace or repair equipment.

By signing this contract I warrant that I have read and understood the student handbook and agree to the conditions described for the use of video and film production equipment stated above.

ANIMATION AND GAMING 1: Oregon Skill Sets
VMZC01.01 Understand the history and evolution of animation and special effects.
VMZC01.01.01.00 Understand the role of animation and special effects and their relationships to other forms of visual and media arts.
VMZC01.01.01.01 Demonstrate knowledge of approaches and trends in animation and special effects.
VMZC01.01.01.02 Demonstrate knowledge of the changing technology in animation and special effects.
VMZC02.01 Understand the elements of two- and three-dimensional media as they relate to animation and special effects.
VMZC02.01.01.00 Understand art elements and design principles as they apply to animation and special effects.
VMZC02.01.01.01 Understand and apply aesthetic aspects of art to animation and special effects.
VMZC02.01.01.03 Create a character concept on paper.
VMZC03.01 Understand and use software for the purposes of digital animation and special effects.
VMZC03.01.01.00 Understand and use Photoshop.
VMZC03.01.01.02 Use 3D software to explore the fundamentals of animation including posing, timing, key-framing, interpolation, transformations, and rendering.

SCHEDULE*
WEEK ONE
Syllabus Discussion
Flash Lessons

WEEK TWO
Flash Lessons

WEEK THREE
Flash Lessons

WEEK FOUR
Project: Bouncing Ball

WEEK FIVE
Project Bouncing Ball

WEEK SIX
Project Walking Cycle

WEEK SEVEN
Finish Project Walking Cycle
Introduction to Construct

WEEK EIGHT
Introduction to Construct

WEEK NINE
Flappy Bird

WEEK TEN
Construct: Platform

WEEK ELEVEN
Construct: Platform

WEEK TWELVE
Construct: Platform

*This is schedule it tentative.

SIGNATURE AGREEMENT

I have read and agree to the syllabus including: course description, classroom conduct, grading scales, grading policies, students requirements, grading expectations and plagiarism policy.

_____   _____   _____
Print Parent Name   Parent Signature   Date

_____   _____   _____
Print Student Name   Student Signature   Date