

Curriculum at a Glance
Technology, Engineering, STEM, Business and Computer

Computer Animation

Animation is an integral application of computers; it can be used for a myriad of applications such as entertainment, research, marketing, and teaching. The DHS computer animation course will give students exposure to computer animation using Adobe Flash, a widely used computer animation program.

Unit Name/Description	Content and/or Skills
History of Animation	<ul style="list-style-type: none">● Students will research the various methods of animations used in the past● Students will focus on stop motion animation and utilize technology of their choice to create a 10 second animation
Introduction to Digital Animation	<ul style="list-style-type: none">● Students will explore animating with computer software (i.e. Adobe Flash)● Students will learn basic animation techniques (i.e. tweening, key frames, lines, shapes, transforming, moving, etc.) and utilize them to draw and animate a symbol
Basic Drawing tools	<ul style="list-style-type: none">● Students will focus on basic drawing tools available within the current software● Students will practice with colors and color gradients within their drawings
Creating symbols & Advanced Tools	<ul style="list-style-type: none">● Through practice and exploration students will gain understanding of how to create symbols from their computer generated drawings● Students will learn organization techniques for the symbols they create and how to reuse them● Focus will be directed to more advanced techniques while uses symbols (i.e masking, gradient transformation, etc.)● Students will explore more advanced tools when working with drawings, colors, and symbols

Creating Animations	<ul style="list-style-type: none">● Student will learn additional animation techniques (i.e. tweening multiple objects, scaling, rotation, opacity, etc.)● Utilizing techniques acquired in previous lessons, students will apply them while creating their own animation
ActionScript	<ul style="list-style-type: none">● Students will be introduced to ActionScript by adding and removing actions within an animation● Students will design and create their own ActionScripts and use them to manipulate their animations