Southmoreland School District
Animation and Visual Effects
Curriculum Overview

Animation and Visual Effects Overview:

Students in the animation and visual effects class will combine artistic vision and technical skills to transform their wildest imaginations into moving images on the screen. This course includes 2D, 3D, stop-motion animation, visual effects for movies and motion graphics.

Module Titles:

Module 1: Pixar in a Box
Module 2: FlipAnim
Module 3: Adobe Photoshop Animation
Module 4: Adobe Animate/Flash

Module Overviews:

Module 1: Pixar in a Box
In this module, students will learn how to animate frame by frame by working through the pixar in a box animation website. They will read, analyze, and determine the 12 principles of animation. Finally, they will apply their knowledge by creating a bouncing ball that has a squash and stretch animation with bezier curves.

Module 2: FlipAnim
In this module, students will learn how to animate frame by frame in FlipAnim animation program. They will read, analyze, and determine the difference between the layer window and slides, using the curve technique by keeping the mass and shape needed to be consistent, as the elements need to be smooth movements. Finally, they will apply their knowledge by creating an animation such as blinking an eye and character's head turning.

Module 3: Adobe Photoshop Animation
In this module, students will learn how to animate frame by frame in Adobe Photoshop animation program. They will read, analyze, and determine the layer window as well as the animation timeline. Finally, they will apply their knowledge by creating a basic animation in Photoshop with tweening.

Module 4: Adobe Animate/Flash

In this module, students will learn how to animate frame by frame in the Adobe Animate program. They will read, analyze, and determine the difference between Adobe Flash and Animate. They will understand the difference between a Classic Tween and Shape Tween, a keyframe vs. a blank keyframe, ease-in and out and onion skin. Finally, they will use their knowledge of this by creating a bouncing ball, cartoon face with music that starts and stops, a bat animation with movie clips and more.