Syllabus: COMPUTER GRAPHICS II: Animation
Instructor: Alexander McSwain
School: Duke Ellington School of the Arts | **Visual Arts Department**
Email: alexander.mcswain@k12.dc.gov

COURSE DESCRIPTION:

This advanced course will introduce students to basic fundamental terms and techniques of After Effects and will apply them to a variety of basic but creative animated design projects. The student will learn how to implement fonts and type treatment, vector images, illustrations, photographs, sounds and music.

COURSE OUTLINE (GOALS):

Students will work primarily in four Creative Suite core group programs: Adobe Illustrator, InDesign, Photoshop and After Effects.The Student will be encouraged to be very creative, clever and daring with every conceptual solutions for each project and demonstrate planning by the use of thumbnail sketching and mocked compositions.

• Animation
• Illustration
• Story boards
• Designing composition & layouts with components

CONTENT STANDARDS:

Six DCPS visual art content standards make up the core skills, concepts and knowledge for the Design II course:

1. Technique, Process, and Media
2. Structures and Functions
3. Subjects, Symbols and Ideas
4. History and Culture
5. Reflecting and Assessing
6. Making Connections

COURSE REQUIREMENTS:
Regular attendance, promptness to class, participation and improvement in skill development through class projects, research, and departmental enrichment opportunities. Students must maintain a classroom portfolio.

ASSESSMENT / CRITERIA:
• Test / Research
• Meet the objectives
• Presentation
• Preliminary Preparation
• Craftsmanship
• Creativity / Originality
• Aesthetics
• Critique

SUPPLY LIST:
1 Flash drive to save projects and store class room files
1 sketchbook or Tissue tracing pad
2 pencils

STUDIO CONDUCT:
• Use studio time wisely
• Do not abuse art materials
• Return all borrowed tools and materials
• Clean your area before leaving studio
• Respect fellow students and work
• Use appropriate behavior and language