**Animation I & II**

**COURSE DESCRIPTION:**

This course introduces computer animation authoring with an emphasis on multimedia HTML web design. Multimedia designers can create a blend of text, pictures, music, and graphics. Students will use Macromedia FLASH to create animated movies, multimedia web sites, E-greeting cards, and cartoons for publishing on the Internet and on CD-ROM. Instruction emphasizes the creative and technical process of working from the initial concept to the final commercial product including; storyboarding, editing MP3 music files, creating original graphics, and page layout for the Internet. Careers in web design and multimedia production are explored. During the course students will produce an online digital portfolio.

**INSTRUCTOR:**    Mr. Ramirez

**CLASS LOCATION:**     Century High School

**E-MAIL**:    steven.ramirez@sausd.us

**CLASS HOURS:**     Monday through Friday - 8am to 3pm

**COURSE GOALS:**

The goals of the course are to have students understand the impact and role of visual art and design has on a their society and culture. To stimulate creativity through a variety of two-dimensional and three-dimensional media as they apply artistic processes and skills to create designs that demonstrate their ability to effectively communicate their design purpose.  To have students process, respond to, and judge design works using their knowledge of the elements of art and the principles of design.  To develop an understanding of the role and development of art and design through historical and cultural context.  Finally, to have students relate design concepts and processes to their own life experiences.

**COURSE OBJECTIVES:**

Macromedia Flash is by far, the leading internet technology for creating and viewing “multimedia rich” content on the web. Over 95% of Internet users use a Flash capable web browser - including the workstations in the LS computer labs. In this project based course, students will explore Flash’s drawing, animation and audio capabilities and build interactive content that can be shared over the internet. The course will cover:

* creating graphics with Flash
* animation and motion graphics
* adding basic interactivity including:
* dynamically changing graphics
* creating triggered sound effects
* navigation through different “scenes”
* a basic introduction to programming with Flash’s ActionScript

Students will learn how to create interesting motion graphics. They will learn about the aesthetics of design, motion and sound. By constructing user interactive projects, students will be challenged to think in a nonlinear way. Students will learn to use a combination of logical reasoning (basic programming), critical thinking and artistic creativity.

**GRADING CRITERIA**:

The final grade for the course will be based on the following point system (points=percentages):

A = 90-100    D = 60-69    1.  Attendance\*    5.  Career Preparation report

B = 80-89    F = <60    2.  Lab Assignments    6.  Final Presentation

C = 70-79    I = Incomplete (no credit    3.  Class Participation\*    7. Homework\*\*

        4.  Projects    8. Other assignments

**\*Attendance and class participation are also a part of citizenship.**

**\*\* 1 hour a week for a C, 2 hours a week for a B and 3 hour a week for an A**

**STUDENT ATTENDANCE POLICY**:

Your attendance and participation is expected in each class. All absences must be cleared within two (2) days, otherwise it will be considered an unexcused absence. Five or more unexcused absences will result in an Incomplete (I).

**WRITTEN WORK POLICY:**

Written work should be organized and in complete sentences.  Any written assignment must be typed.  Points will be deducted for incorrect spelling and improper grammar.  Cheating and plagiarism will not be tolerated. A zero will be the grade for that test or assignment for all students involved.

**COMPUTER LAB/CLASSROOM PROCEDURES:**

Santa Ana Unified School District has made a substantial effort in providing students with appropriate computer facilities and services to enhance student learning.  Each student must accept responsibility in the use of the facilities and obey the policies and procedures of the district.

Eating and drinking and cell phones are ***not*** allowed in any classroom.  When using the Computer Lab you should first scan your disk for possible viruses.  Web chatting and computer games are not allowed in the Computer Lab.  Sexually explicit material or messages that may be offensive to others will not be tolerated.  If a student maliciously tampers with the computer hardware or software configurations, then that student will be dismissed from the class and receive a failing grade for the course.

**EXPECTATIONS FOR CLASSROOM PROCEDURES**

As students will be expected to participate in a professional manner, regardless of the subject.  In order to help you achieve the skills necessary to ready yourself for college or the workplace after high school, we have some basic tools and activities that we will expect you to commit to in order to be successful students.

* **Warm-Up activities**- At the beginning of each class, in every subject, you will be expected to enter the classroom, sit in your seat and immediately begin on the warm-up activity that your teacher has prepared for you for the day.  You WILL be graded on your participation on the warm-up activities.
* **Common Vocabulary**- In every one of your classes, you will be using common vocabulary so that you will have an opportunity to expand your knowledge of academic language.  You may be doing a number of activities, quizzes, or homework assignments revolving around these vocabulary terms.

**LATE WORK**- 10% marked down for each day late.

**CLASSROOM AGREEMENT**

I have read & reviewed the Course Syllabus/Classroom Agreement and Course Schedule.  
  
I understand and agree with the rules and expectations set forth in the contract provided.  Please fill in all information sign, date, and return form to your teacher.    
  
Thank you and I look forward to working with you this semester.  
  
  
Student Name:  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_    ID#\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
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Parent Name:  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_                         (Print)  
  
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Preferred Contact Option – Check One or All  
  
Telephone:      (      ) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ (   ) Voice Call or (   ) Text   
  
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