



**COURSE COM2110: ANIMATION 2 (continued)**

General Outcomes	Assessment Criteria and Conditions	Suggested Emphasis
<p><i>The student will:</i></p> <ul style="list-style-type: none"> <li>demonstrate basic competencies.</li> </ul>	<p><i>Assessment of student achievement should be based on:</i></p> <ul style="list-style-type: none"> <li>demonstration through the project of at least two animation principles.</li> </ul> <p><i>Assessment Tool</i> <i>Portfolio Assessment, COM2110–1</i></p> <p><i>Standard</i> <i>Performance rating of 2 for each criteria</i></p> <ul style="list-style-type: none"> <li>a presentation of the animation in which the student discusses the production, his or her choice of animation technique(s), possible enhancements, and how well the animation achieves its purpose.</li> </ul> <p><i>Assessment Tool</i> <i>Presentations/Reports, COM2110–2</i></p> <p><i>Standard</i> <i>Performance rating of 2 for each criteria</i></p> <ul style="list-style-type: none"> <li>observations of individual effort and interpersonal interaction during the learning process.</li> </ul> <p><i>Assessment Tool</i> <i>Basic Competencies Reference Guide and any assessment tools noted above</i></p>	<p>10</p> <p>Integrated throughout</p>

Concept	Specific Outcomes	Notes
<p>Process and Procedures</p>	<p><i>The student should:</i></p> <ul style="list-style-type: none"> <li>observe and describe various animation styles, techniques and applications</li> <li>identify at least three traditional and/or digital animation styles and techniques; e.g., cel animation, claymation, pixilation</li> <li>identify two applications of animation (e.g., cartoons, film, advertising) and describe how traditional animation techniques are used in this context</li> <li>provide one example for each application identified.</li> </ul>	<p>Encourage students to:</p> <ul style="list-style-type: none"> <li>define the purpose for creating the animation, and</li> <li>create titles that blend in with the rest of the animation.</li> </ul>

**COURSE COM2110: ANIMATION 2 (continued)**

Concept	Specific Outcomes	Notes
Process and Procedures (continued)	<p><i>The student should:</i></p> <ul style="list-style-type: none"> <li>● prepare a story outline for a presentation; e.g.:               <ul style="list-style-type: none"> <li>– a storyboard illustrating the flow of the story</li> <li>– description of the images or scenes to be animated</li> <li>– a synopsis (50–100 words) describing the story or idea.</li> </ul> </li> <li>● demonstrate responsibility and ethical behaviour by working within school and community standards.</li> </ul>	<p>The most important outcome is for the student to create a plan for the project and to follow it.</p>
Applied Technologies	<ul style="list-style-type: none"> <li>● select an appropriate technique for the animation; e.g., cel animation, claymation, digital</li> <li>● identify and describe principles of animation such as personification, exaggeration, secondary action, anticipation, stretch and squash</li> <li>● use selected principles of animation in project work</li> <li>● complete an animation project by:               <ul style="list-style-type: none"> <li>– preparing visual materials; e.g., models, cells</li> <li>– preparing backgrounds and/or sets as required</li> <li>– prepare visual elements</li> <li>– following storyboard while shooting project</li> <li>– creating and shooting beginning and/or end credits/titles</li> <li>– editing rough footage to final form.</li> </ul> </li> </ul>	<p>Many of the principles of animation can be found in short animated films from the National Film Board of Canada (NFB) and other film/video distributors.</p> <p>Students might also be asked to recall what they have seen in cartoons on television.</p> <p>Stretch and squash can be tested using simple flip-book animation.</p>
Presentation	<ul style="list-style-type: none"> <li>● present the project to teacher/peers for critique and evaluation</li> <li>● create a portfolio that includes all preparatory components of the project (e.g., storyboard, description of scenes, synopsis), finish project(s) and any other teacher specified requirements.</li> </ul>	

