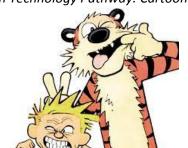College & Career Awareness
Identity Cycle
Information Technology Pathway: Cartoon Animation

Overview:

Essential question: What is animation? How did animation start? What types of jobs could use animation?

Terms

Animation – the process of bring art to life by infusing movement out of static or inanimate objects to create an illusion of movement (can be painting, drawing, computer animation, stop motion)
Frame- a still two-dimensional image.
Key frame- an image, or set of attributes, used as a reference point in animation (usually beginning & end)
Render - process of converting the 3D data stored in a software package into the two-dimensional image 'seen' by the camera with the scene. Rendering brings together the scene geometry, depth, surface properties, lighting, etc, to create a finished frame.
Timeline – shows the timing of the keyframes in a sequence

Checklist:

Create a 25 frame animation with Post-It notes. You will be graded with the following rubric.

Criteria	Mastery	Near Mastery	Remediate
Originality	The short animation is original and creative. It is entertaining to view.	The animation is mostly original and entertaining to watch.	The animation shows lack of thought or is copied from some other source.
Quality	Animation is smooth and clean. Each frame is a slightly different picture.	Animation is jumpy or sloppy and some frames are exactly alike or from one frame to the next are completely different.	The frames have significantly different pictures in them and so the animation doesn't work.