



GRADE 12

Animation 12

SD43 Coquitlam

To further develop students' creative, artistic & technical skills in drawing, design, character animation & storytelling. Have a general knowledge of the field of animation & understand the differences between genres & how they are created. Students will design & create their own animation, in classical, stop-motion or 2D & 3D digital animation, using what they have learned about visual story-telling through movement. Career exploration/portfolio development will be part of the course.

Credits: 4

Approval Date: Apr 2019

Hours: 120

Trax Code: Y

GOALS AND RATIONALE

Acquire practical skills & knowledge to bring ideas from conception to fruition. Develop a sense of efficacy about their ability to participate as creative citizens. Explore how values & beliefs of cultures affect the development of our national & global culture. Investigate a variety of areas including Game/Graphic design, Film/Video. Develop interest in designing, creating, making & evaluating animated media & contributing through informed citizenship, volunteer work & career opportunities.

BIG IDEAS

The animation production cycle is a recursive and reflective process. Purposeful artistic choices affect change in artists, audiences, and environments. Animated images offer diverse perspectives of identity and culture. The process of critique connects the animator to perspectives and resources.

ADDITIONAL INFORMATION

Aboriginal Worldviews and Perspectives: Learning is embedded in memory, history, and story. Learning involves recognizing that some knowledge is sacred and only shared with permission and/or in certain situations (cultural appropriation). Learning requires exploration of one's identity.