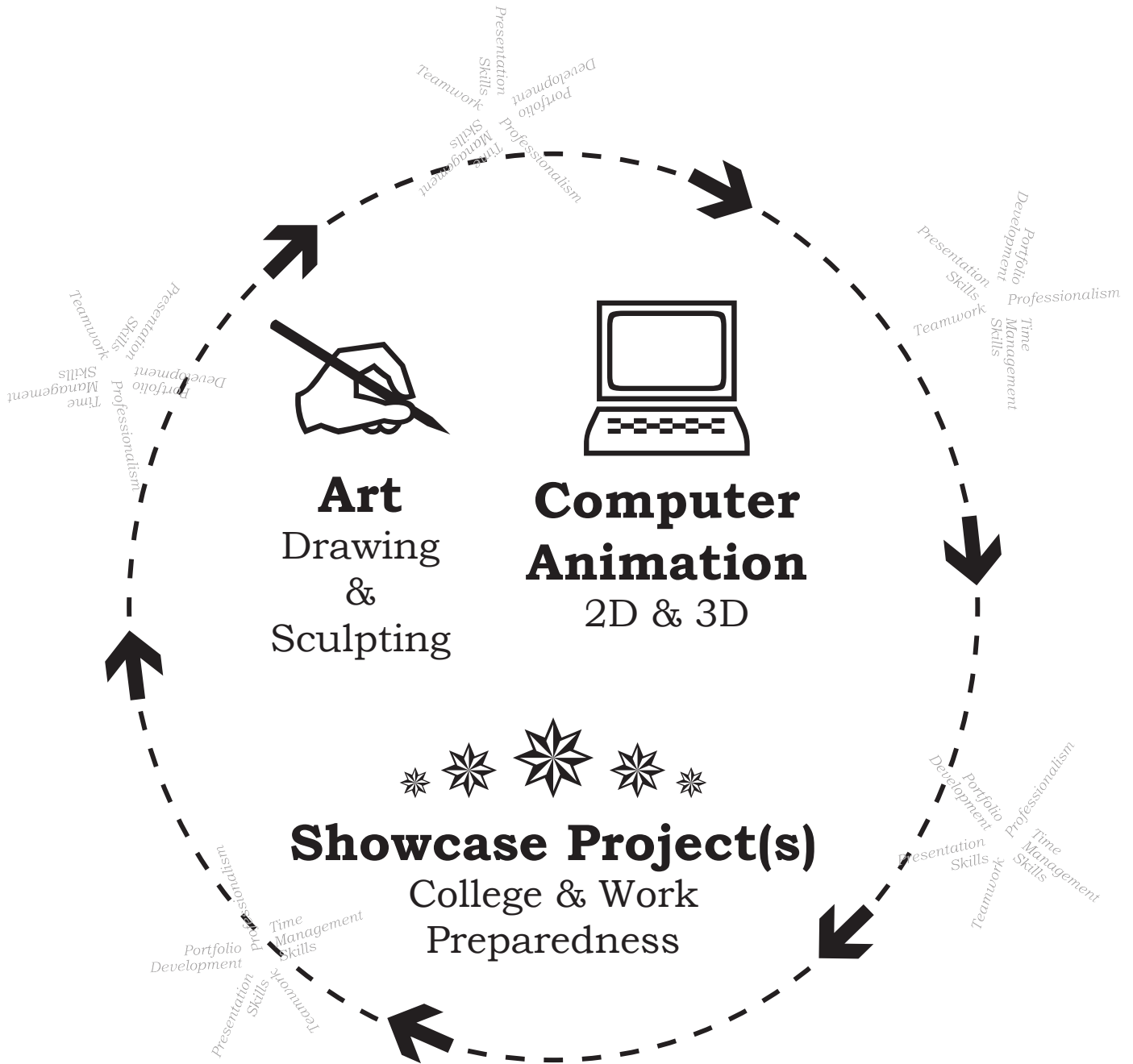


Sno-Isle TECH Animation Course Policies & Syllabus

PROGRAM FRAMEWORK



Education

*Return for 2nd year of advanced training
with emphasis on
group and individual projects*

Education

*2-4 Year College
Certificate Programs
Technical School*

Sno-Isle TECH Animation Course Policies & Syllabus

Course Description

- The Animation program at Sno-Isle TECH prepares students with the skills needed to design and create simple animations for both video and video games using a combination of traditional art as well as 2D & 3D animation software. This course is a preparatory class for college.

- Students will have a unique opportunity to be exposed to some of the many areas in the world of animation.

- Students will gain a working knowledge in the commercial aspect of animation which will be valuable with any art related or gaming classes taken after high school.

- Students are expected to work in a team setting as well as independently with the emphasis on productions flow.

- The Sno-Isle Animation course is offered as a 1 or 2 year program open to juniors and seniors. Prior art, keyboarding, visual communications and math classes are helpful.

Session Times:

AM Session: 7:55 AM – 10:25 AM

(NOT- 8:30)

PM Session: 11:10 AM – 1:40 PM

(NOT- 11:30 OR 11:45)

Instructor Information

Lee Anne Lumsden, Instructor

425.348.2242

lumsdenlx@mukilteo.wednet.edu

Office Hours Before & after school

7:15AM - 7:45AM & 1:40 – 2:45PM

Classroom #132

*If you call or email,
I will respond that day if possible.*

Course Objectives

Upon the successful completion of this course, the graduate will be able to:

- (1) Understand the operational flow for film/video and game production.
- (2) Demonstrate a working knowledge with a variety of software used in the Animation industry.
- (3) Work directly with Video Game Design students to produce art assets for original video games.
- (4) Produce simple original animations.
- (5) Work successfully in a team.
- (6) Demonstrate flexibility and work within deadlines.

Materials and Supplies

You will need:

- Flash Drive: **8 GB** or larger a.
- Sketch Book
9x12 is most common size -NOT newsprint)
- (.5) black Ink Technical Pen- Prisma, Micron, or Similar
- A home computer
- Access to Internet
- Blender (Free 3D Software)
- ZBrush MiniCore (Free 3D Software)

These items would be helpful but not required:

- Digital drawing tablet
- Markers
- Colored pencils

Sno-Isle TECH Skills Center can assist any student with financial relief for needed materials or equipment for this course. We are also able to connect you with resources for barriers to school attendance. Please reach out to me as your instructor, or to any staff member for help. A google form link can also connect you to financial assistance: <https://forms.gle/JTLEc1fAhqbFnTkbA>

Please ask!

Sno-Isle TECH Animation Course Policies & Syllabus

Welcome

...to the Animation class at Sno-Isle TECH. Now that you are here let's look at some of the things that you will need to know for the year. The primary function in the class is to prepare you for further training in the exciting world of animation. This program is geared for students who are self-motivated and are dedicated to getting an edge on the ever competitive job market. To give you a more realistic view of the workplace, this class simulates industry as closely as possible.

The Working Environment - Your Commitment

Because this is a special technical training offered to you and your classmates, we believe in one main philosophy that governs our classroom:

Nothing will interfere with the teaching or learning process.

.....
Demonstrate respect for yourself
and the people, equipment,
and facilities around you.

.....
Students will follow instructions
the first time.

.....
Students will try to do their best
at all times.

.....
Students will demonstrate a
willingness to work with others.

.....
*Sno-Isle Tech Skills Center
is administered by
Mukilteo School District and follows
MSD School Board Policies and Procedures.
<https://www.mukilteoschools.org>*

Attendance

We all know that employers desire an employee who is prompt and reliable. Likewise, here at Sno-Isle we teach good employee habits and you are expected to be in class everyday and on time. You need to pay special attention to this because part of your grade will be affected by your attendance. If you are going to be absent your parent/guardian must call the Sno-Isle Attendance Line by 12:00 noon each day you are absent, or bring a note from home on the day you return. It is suggested that you keep the attendance number with you because the main school telephone number is different.

Attendance Number - (425)348-2222 Voice Option #1

If you are tardy or absent you must get an Admit Slip from the office **before** coming to class. If you need to leave early, you must have a signed note from your parent/guardian. **Remember your sending high school ALSO needs a note**, so please have your **parent/guardian write two**, or it may be **easier** to have them call the attendance line as suggested above.

Methods of Instruction

A variety of learning tools will be provided which may consist of demonstrations, lectures, guest speakers, field trips, videos, text books, audio/visual aids, and handouts.

Credits for Animation

The standard is 3.0 credits for a successful year. They can be applied as: Career Technical/Occupational, Elective, Fine Art/Art**, or Geometry** depending on your high school.

**You must complete an Equivalency Credit Application form at the beginning of the year to start the paperwork.

Sno-Isle TECH Animation Course Policies & Syllabus

Rewards & Consequences

Rewards for good individual and class conduct: Funny money (*Students can spend at class auctions*) and lots of praise! If a student chooses not to follow the classroom and/or school policies:

In accordance with Sno-Isle Policy:

First time: The student will be warned verbally and may have a Student Contact Form to note the warning.

Second time: A Student Contact Form will be filled out describing the behavior(s) that was disruptive and the parent may be contacted.

Third time or severe behavior: Removal from class and/or sent to the office. A parent conference may be required before the student will be allowed back into class.

Safety First

- No student shall intentionally do anything to harm anyone or anything.
- NO HORSEPLAY is allowed! Anyone who endangers the safety of others or herself/himself may be removed from class permanently EVEN on the first offense.
- Every student in the Animation program is expected to practice safety at all times. A commitment to consistent safe work habits and consistent safe behavior must be practiced at all times. This is one of the reasons why only 11 & 12 grade students (or students who have passed their 16th birthday) are allowed to participate here at Sno-Isle.

The Year at a Glance

Quarter 1 -

Safety, Photoshop, Character Development, 2D Character Emotions, Digital Short

Quarter 2 -

2D Still Lives, Weekly Homework Starts - Animators Sketchbook, Photoshop, Team Up with Video Game Design Class- Mini Showcase:Game

Quarter 3 -

Homework Continues, 3D Blender and ZBrushMini Core

Quarter 4 -

Portfolio -Showcase & Super Showcase
Technical Drawing

Grading and Evaluation

Letter grades A, B, C, D, N/C (NO Credit) and Incomplete will be used. Students will be evaluated on tests (verbal and written), assignments, skills accomplished, as well as the ability to stay on task while learning those skills. Your work habits and professionalism will be evaluated. Assessments on daily/weekly assignments are graded:

20% - On Time

20% - Follow Instructions the first time

20% - Clean Work

20% - Effort

20% -Accurate

Grade Scale

Highest %	Lowest %	Letter
100.00 %	93.00 %	A
92.99 %	90.00 %	A-
89.99 %	87.00 %	B+
86.99 %	83.00 %	B
82.99 %	80.00 %	B-
79.99 %	77.00 %	C+
76.99 %	73.00 %	C
72.99 %	70.00 %	C-
69.99 %	67.00 %	D+
66.99 %	60.00 %	D
59.99 %	0.00 %	F

Sno-Isle TECH Animation Course Policies & Syllabus

Professionalism Grade

1 -Seldom 2 -Sometimes 3 -Usually 4 -Almost Always 5 -Always

Instructor

Evaluation Self-Evaluation

_____	_____	1. Self Motivates - Uses time well
_____	_____	2. Leadership
_____	_____	3. Responsible
_____	_____	4. Cooperation-Works well with others
_____	_____	5. Pays Attention
_____	_____	6. Perseverance
_____	_____	7. Safety
_____	_____	TOTAL (35 Possible)

Late Work

If you are ill typically you will be given the same number of days to make-up the work. When you return to class, please communicate with the instructor to let me know when you will complete the course-work. When finished, fill out the Google Form - "Late Assignment Turn In Form". NOTE: Some assignments cannot be turned in late, especially group projects.

Other late work is scored:

1 day late: - 20% 3 days late: - 40%
2 days late: - 30% 4 days late: - 50%

5 or more days - NO Points

Access to Student & School Information

Students and parents can access a variety of information at the class website for Animation: - LINK: <https://sites.google.com/mukilteo.wednet.edu/sno-isletech/home>

Daily/Weekly Announcements:

Daily Slides

Our Learning Management System:

Schoology

Official Grades:

Qmlative

School Calendar & Website:

Tips and Links

....**AND more!** Take a look.

Academic Honesty and Integrity

violations include, but are not limited to:

- 1) Plagiarizing, copying, or submitting any part of another person's work (written, visual, or auditory) as representing one's own work.
- 2) Distribution/Sharing/Receiving of class assignments or test information in written, electronic, or verbal form to/from another student without teacher permission. Students in physical or electronic possession of unauthorized academic materials, whether requested/used or not, may be subject to disciplinary action.
- 3) Using "crib notes": Any use of unauthorized notes on tests/assignments (written notes or electronic devices of any kind).
- 4) Altering or Accessing Official School Documents: A student shall not alter official school documents, either paper or electronic, or open school documents not specifically addressed to the student. Suspected and confirmed instances of academic dishonesty will be referred to administration for documentation.
 - __ explicit grading criteria (grading scale and breakdown of grade percentages)
 - __ procedures for submitting work and what to do if that has barriers (i.e broken technology)
 - __ accommodations

Sno-Isle TECH Skills Center can support accommodations for learning and health needs. The same as your sending school, we need updated paperwork that states what accommodations are needed. Please turn in any updates to your learning and accommodation plans to me or the Study Center staff.

Please sign & return this PAGE ONLY

**Student
Acknowledgment**

- *You have read and agree with the information and procedures listed in this packet.*
- *You have agreed to act responsibly at all times and to participate in all class assignments and projects to the best of your ability.*
- *You have agreed to provide your parent/guardian with the access information to your grades, attendance and other school related information relate.*

Date

Your Signature

Printed Name

Section: AM () PM ()

**Parent
Acknowledgment**

- *You have read and agree with the information and procedures listed in this packet.*
- *Your student has provided with you with their login and password to access their grades, assignments, School Bulletins, and any forum updates, ie...Special event dates, school calendar changes, snow make-up days, etc.*

Date

Parent Signature

Relationship to Student