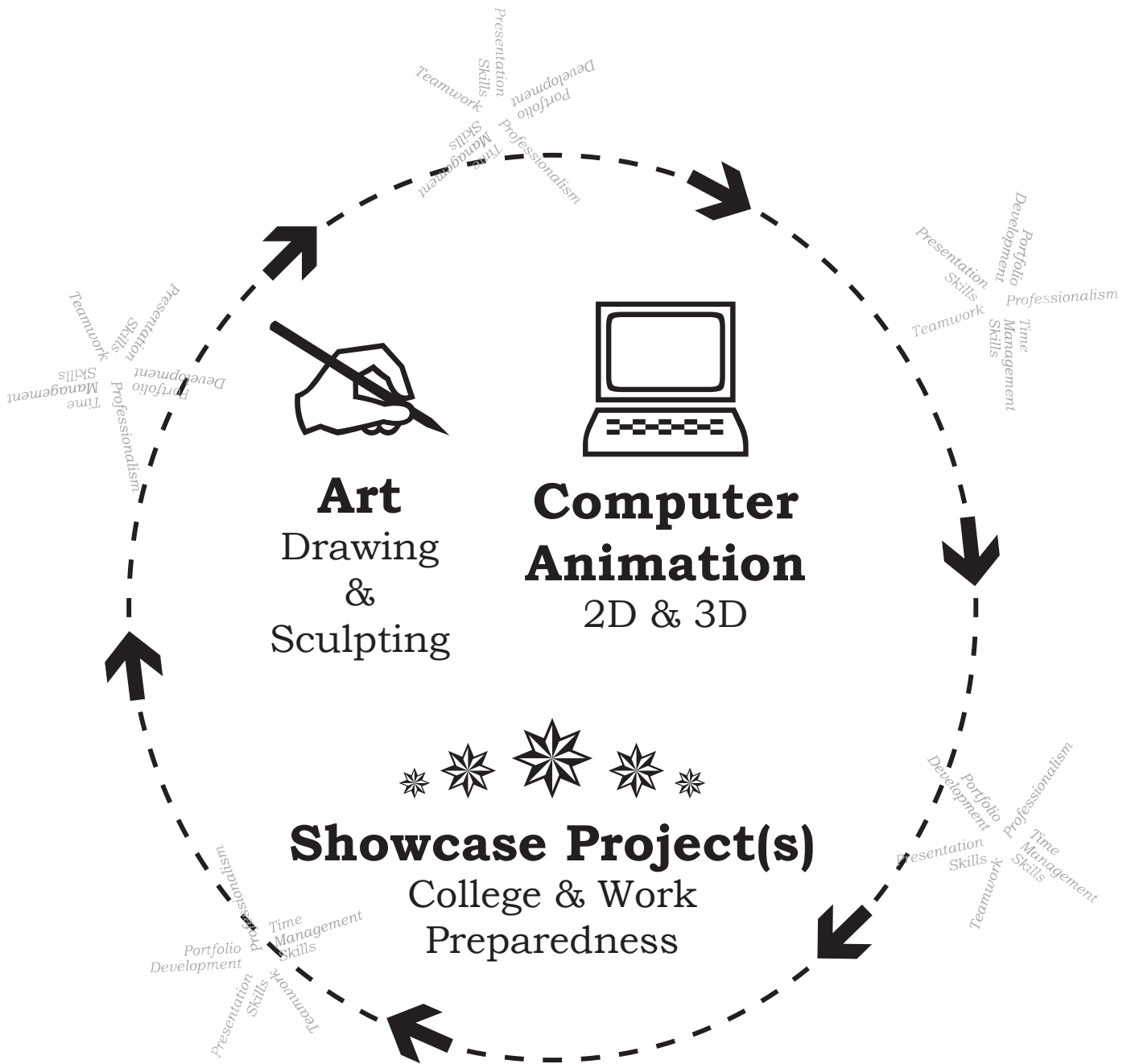


Sno-Isle TECH Animation Course Policies & Syllabus

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 (Not newsprint)
- (.5) black Ink Technical Pen-Prisma, Micron, or Similar
- A home computer
- FireAlpaca (Free 2D Software) or- Gimp 2.8 (Free 2D Software)
- Blender (Free 3D Software)
- Sculptris (Free 3D Software)

These items would be helpful but not required:

- Wacom drawing tablet
- Markers
- Colored pencils
- Adobe Photoshop

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.

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

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 needs a note also, 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.

Grading & Evaluation

Letter grades A, B, C, D, F 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

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 you will need to complete the "Animation Extra Time Completion Agreement Form" stating the new due date. However, some assignments cannot be turned in late, especially group projects.

Other late work is scored:

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

5 or more days - NO Points

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)

Please sign & return this PAGE ONLY

Student Acknowledgment

- You have read and agree with the information and procedures listed in this packet.
- You have provided your parents/guardian with access information to **your** Moodle account.
- 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 Moodle account.

_____ *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*