2024-2025 MVROP COMPUTER ANIMATION SYLLABUS

Course Title: Computer Animation
Units of Credit: THIS IS A ONE-YEAR, 20 UNITS, ENTRY-LEVEL COURSE
Meeting Times/Dates: 8:30 – 10:30, Monday - Friday
Instructor Name: Dan Chase
Location/ Room #: ROP CENTER ROOM 102
Contact Info: **dchase@mvrop.org**

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Course Description:
Introduction to basic knowledge, skills, abilities, processes, and tools required for 2D & 3D Computer Animations. Students will be involved in hands-on lab activities designed to help them create their own 2D and 3D animations as well as a digital portfolio to showcase their years' work.

Prerequisites:
10th Grade Reading Level and Basic Computer Skills

Supplies Recommended:

- Number 2 pencil
- 16 gig or better USB drive (recommended)
- Sketch Book

Course Objectives:

Computer Animation follows a lecture/demonstration, lab and hands on project
based format. Computer Animations focuses on the creation of content for 3D animations, games and simulations. Tutorials on 3D application, tools and techniques. 2D and 3D computer graphic and animation creation are covered within the context of the course.

Students will demonstrate a comprehension of the computer animation process and technical skills. Throughout the year, students will develop a digital portfolio of original artwork to prepare students for a career in the game design industry. Student's receiving a "C" or better will be issued a certificate of course completion.

Required Text, Materials, Tools, Resources provided by the instructor include:
3ds Max 2011, Animators Survival Kit

Assignment Schedule:
Assignments, point values and project due dates will be posted on Google Classroom. Students **MUST** use their provided district email accounts when signing up for Google Classroom.

Grading Policy:
Grading is based on 100 points per day, some extended assignments may hold a higher point value, however are still based on the 100 points per day. For example. A 5 day project may be graded at 500 points. Points will be deducted for unexcused tardies, behavior etc. Your final grade in the course will be based on the following:

●Assignments/Projects

●Portfolio

●Attendance

●Participation/Behavior

After your numerical grade has been determined, your letter grade will be calculated as following:

●**A** - 90-100% of the total percentage points

●**B** - 80-89% of the total percentage points

●**C** - 70-79% of the total percentage points

●**D** - 60-69% of the total percentage points

●**F** - 59% or below – no credit

MVROP "SLO" SCHOOL LEARNING OUTCOMES

WORKPLACE BASIC SKILLS AND BEHAVIORS

- Apply skills learned in class
- Analyze information and make decisions
- Communicate verbally and in writing
- Work independently and as a team member in a diverse workplace
- Work reliably, responsibly, and ethically

CAREER TECHNICAL SKILLS

- Demonstrate occupational competencies
- Use appropriate technology
- Understand and practice occupational safety standards
- Demonstrate an awareness of how a business or industry functions

JOB EMPLOYMENT SKILLS

- Develop a plan to achieve career goals
- Use effective job search strategies
- Demonstrate an awareness of the importance of lifelong learning

<u>Additional Policies and Procedures of the Classroom:</u>
Mission Valley ROP is committed to preparing students for the workforce. This preparation includes technical skills as well as business ethics. Mission Valley ROP does not condone cheating. Any student caught cheating on an exam or copying work from other students will be given one warning and a failing grade on that assignment.

No food or drinks (apart from water in clear plastic bottles) will be allowed in the classroom. The Student Lounge is the only room where food or drinks other than water should be consumed. Students violating this policy will receive one warning. Any subsequent incident will result in termination from his/her entire program.

Students completing this course with a grade of "B" or better will receive a Mission Valley ROP Certificate of Completion listing competencies achieved in the course."

Late Work

Late work will only be accepted at teacher's discretion and in writing. Unexcused absence will be deducted 10 points for every day it's late.

CLASSROOM RULES

- Arrive on time and ready to work every day. Points will be deducted for tardiness.
- High School appropriate material only. No gang, alcohol, drug or explicit material.
- Everyone will treat each other with respect in the class.
- Cell phones, pagers, or other electronic devices are not permitted in class without teacher permission.
- Access to the Internet **ONLY** with instructors permission and **ONLY** for school work,
- No swearing, vulgar gestures or offensive material.

(return to instructor)

I have read the Computer Animation syllabus and understand and agree to the terms, class rules and course guidelines.

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Print students name

_____ Date _____

Student signature

_____

Print parent or legal guardian name

_____ Date _____

Parent or legal guardian signature

Parent or legal guardians contact information:

Phone: _____ Email: _____