Digital Graphics/Animation

Full Year, 1 Credit Course

Elective and College Credit

Instructor Information

Instructor: Darcie Gilde

Email: dgilde@eanesisd.net

Phone: 512.732.9280 x33109

Website: http://darciegilde.com/

Tutoring: Before school, 1st period, 5th period lunch

Course Description

Digital Graphics and Animation is a hands-on lab based course where students are introduced to various Graphic Design, 3D Modeling, and Animation skills. This course will allow students to demonstrate creative thinking and develop innovative projects in Adobe Photoshop, 3D Maya, Adobe Flash, and Adobe After Effects. The course covers how to create, edit, and take apart 3D models and animations using industry standard software. Students learn foundation skills to work, create, and navigate utilizing the features of the digital 3D modeling and animation work space. Digital Graphics and Animation is a project-oriented class that stimulates the creative side.

Projects/Assignments

Deadline for projects are posted on the Class Calendar

Assignments and projects are assigned in Google Classroom

Tools

Flash Drive/USB Stick 16 GB

Grades will be calculated as follows:

Class Participation	10%
Daily Grades	30%
Projects	60%
Total	100%

Class Participation: a combination of participation in class critiques, questions, during lectures and work time, along with helpfulness towards the instructor and other students.

Daily Grades: are short, in-class assignments in which the student simply shows the ability to perform a technique demonstrated by the instructor and will be graded on the ability to follow the directions given. Exercises will be taught through lecture.

Projects: are more involved assignments that typically take place over a longer period and require more ingenuity and creativity. Students are expected to comprehend, retain, build and expand on skills that are taught leading up to the start of work. Projects will also be taught through lecture and demonstration but will have an associated project sheet with essential requirements such as specifications, objectives, grading rubrics, required techniques, premise, and due date.

Computer Lab Rules

Respect others

No food or drink near computer stations

No disruptive behavior

No moving lab equipment or cables