

## **Mohr 2018-19 ADOBE ANIMATE SYLLABUS / SEMESTER COURSE**

The Animation Curriculum empowers students with a greater understanding of the basic art concepts and design principles. Adobe Animate provides a comprehensive authoring environment for creating digital animation. Animate is widely used to create engaging applications that are rich with graphics, and animations. Students will create content in Animate or import it from other Adobe applications, such as Photoshop and Illustrator. The lessons are designed so that students can learn at their own pace and includes the following areas:

- **Vector-Based Graphics:** Vector-based graphics, such as those students can create in Animate are much smaller in file size. Vector graphics are a more efficient method of delivering images over the Internet.
- **Drawing Graphics with Animate:** The ability to draw vector-based graphics is one of the reasons Animate is such a popular program. Animate comes with numerous tools students can use to quickly draw scalable artwork, ranging from simple objects to complex graphics.
- **Animate Graphics:** Another reason Animate is so widely used is its animation tools. The frames let students animate graphics they have created.
- **Add Sounds:** Animate also has controls for adding and manipulating sound files. Students can include sound effects or music files with an animation for added pizzazz and interest.
- **Play Movies:** Animate has features for playing back movies students create, and fine tuning how the movies display.

### **GRADING**

This class is a lab, all work is completed in class during the lab period. No homework.

Classwork is worth 20 points per week and projects are worth 100 points.

If needed extra help or lab time must be scheduled by appointment. (gmohr@bhpsnj.org)