Graphic Design and Animation

Instructor: **Andrea Covarrubias**
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Objective: *To develop an understanding of the Seven Elements of Art and Design, to gain skill and experience in using common apps and programs to execute designs, to confidently present creative works, and to explore methods of creating potential revenue using these new skills.*

Note: *The last three weeks will depend on class skill and interest. Classes that are clearly excelling at animation will move on to a more complicated animation project to finish out the semester. Classes that are clearly more adept at design will create a fictitious business and learn how to design logos, social media squares, posters, and presentations for it.*

Syllabus:

<u>Fall 2024</u>

Week 1 (Aug 26-30) - LINE - Line Drawing/ Continuous Line Drawing (layers/ opacity/ tracing)

Week 2 (Sep 2-6) - SHAPE - Mandalas (radial guide)

Week 3 (Sep 9-13) - FORM - Wayne Thiebaud Cakes (quick fill)

Week 4 (Sep 16-20) - SPACE - Reproducible Patterns (quick shapes/ canvas tools)

Week 5 (Sep 23-27) - COLOR - Random Color Theory Concept (color palettes)

Week 6 (Sep 30- Oct 4) - VALUE - Layered Landscape (shading and highlighting layers)

Week 7 (Oct 7-11) - TEXTURE - Distressed Design (filling and painting with textures)

Fall Break Oct 14-18

Week 8 (Oct 21-25) - Flip-A-Clip Introduction. Drop a ball.

Week 9 (Oct 28 - Nov 1) - Animate walking.

Week 10 (Nov 4-8) - Animate Talking/ Lip Syncing.

Week 11 (Nov 11-15) - Animate Talking/ Lip Syncing

Week 12 (Nov 18-22) - Animate Your Own Clip!!

Thanksgiving Break Nov 25-29

Week 3 (Dec 2-6) - See Note

Week 14 (Dec 9-11) - See Note

Week 15 (Dec 16-20) - See Note