Digital Design & Animation I

Fall 2019 Syllabus*
Instructor: Mr. Brent Curran
Room: 1516
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Course Description: This course focuses on the principles, concepts, and the use of complex graphic tools to visually explain scientific and/or technical concepts. Emphasis is placed on using computer software and hardware to enhance or generate data driven charts and graphs, 2D graphics, 3D graphics, and animations. It is the intent of this course to teach computer graphics skills and also to reinforce math, science, and visual design.

Required Materials:
- Pen/pencil
- Composition notebook (personal preference of notebook) for sketches and notes
- USB 3.0 flash-drive, 8Gb or larger

Attendance: This course utilizes a variety of programs that students are not expected to have access to at home or within libraries, therefore it is imperative that students attend class regularly to be successful in this course.

Grading System: Final grades will be calculated as 40% from Q1, 40% from Q2, and 20% from the required state end of course exam. Each quarter will be averaged as:

      50% - Tests and projects
      35% - Classwork and homework (Level 0-4)
      15% - Quizzes and participation

Website: This course will utilize Canvas for content management. Students will be able to view various assignments, quizzes, tests, project briefs, and various other material.

SMART Lunch: "SMART" in SMART Lunch stands for: Students Maximizing Achievement, Relationships, and Time. Mr. Curran has SMART Lunch periods on Tuesday B & Thursday A. During SMART Lunch you can:

      1. Ask questions, get help, or discuss grades with teacher
      2. Complete Test Corrections and receive up to ½ credit back
      3. Utilize extra time on projects and classwork
      4. Eat lunch and build relationships

Each student is expected to participate in at least four SMART lunch sessions per quarter. Two sessions should occur prior to interims and two sessions should occur after interims.

Late Work: Work submitted after the due date will receive a ten point deduction per day, upto forty points maximum. If work is submitted late due to an excused absence the due date will be extended using the current policy found in the handbook.

Main Objectives:
1. Understand digital design production
2. Apply procedures to produce 2D graphics
3. Understand digital design techniques
4. Apply procedures to produce digital audio and video
5. Apply procedures to produce 3D graphics

Expectations:
1. Arrive to class on time, put away unneeded technology, log into your computer and begin the daily activity
2. Show *Passion, Purpose, and Pride* in all work and when interacting with others
3. No food or drinks are allowed while sitting in front of electronic equipment
4. Stay on task
5. Help others when possible

* This syllabus is subject to change based upon PLT discretion.