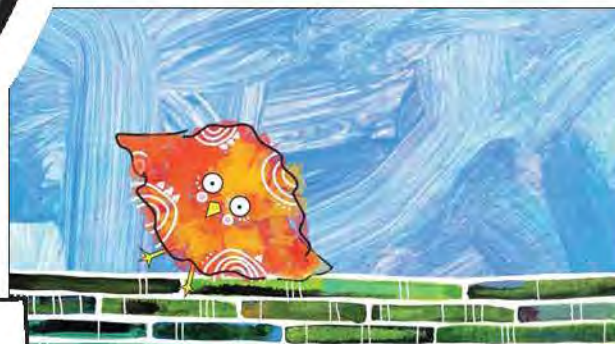


DIGITAL DRAWING & DESIGN

ADOBE ANIMATE ANIMATION PROJECT



ADOBE ANIMATE ANIMATION HOW TO

DOCUMENT SET UP & RIGGING

Adobe Animate is an in-depth tool professionals and hobbyists use to create animations. We will only be scratching the surface on all the tools and capabilities of the application.

STEP ONE:

- Open Adobe Animate application.
- Click CREATE NEW in the main screen.
- From the window that pops up, click HD, then click the CREATE button.
- The frame rate default is set to 30.

ANIMATING

STEP ELEVEN: Animate

- Now that your character is rigged, it's time to animate.
- The gray boxes to the right are the frames.
- To start, highlight all layers in the first frame, click, select INSERT.

STEP TWELVE: New Frames

- Click and drag to highlight a section of frames after the key frame.
- Right click.

STEP TWENTY ONE:

- If you add a new asset, try MOTION TWEEN to add even more fluid movement.
- Move the asset to the starting point, if you want it to move onto the artboard, move it slightly off to start.
- Right click and select CREATE MOTION TWEEN.
- In the TIMELINE panel, select the layer. Add a keyframe to start. Move down the line, add another keyframe.
- Move the asset to the next animation point, you will see a line connect the two points.
- Repeat until you have your asset's movement completed.
- Click play to review it.

STEP TWENTY TWO:

- Add other details.
- Use the paintbrush tool to change features on your character as it moves.
- Add other elements with the paintbrush or text tool.
- When you use these tools click the paintbrush icon in the right panel. Go to the paint panel.

NAME _____

ADOBE ANIMATE PROGRAM ANIMATION

3 characters are used.
The pre-animation is complete.
1 static character.
The animation is at least 10 seconds long.
The animation reflects an action.
The animation includes representation of a character.
The transitions are smooth and make sense.
The animation is engaging and interesting.
An artist statement is written explaining the intent of the animation.
The final critique reflection is complete.

ANIMATION PROJECT REFLECTION

ANIMATION PROJECT REFLECTION

1 WARM UP ACTIVITY, 1 PROJECT, MUCH MORE EASY TO USE EVEN IF YOU DON'T KNOW ADOBE ANIMATE

LEARNING ANIMATION



This digital art lesson is geared towards upper middle school or high school art students.



No Animaker experience needed. Learn alongside your students! Good on iPad, Chrombook, computers.



National US art standards for 6th-12th grade.



Animaker animate walk through & tools overview.

WHAT YOU GET

Lesson pack includes:

- ✓ In depth lesson plan (9 pages)
- ✓ Animate intro activity (10 pages)
- ✓ Research activity (4 pages)
- ✓ Brainstorm activity (9 pages)
- ✓ 2 PowerPoints (52 slides)
- ✓ Project guide (7 pages)
- ✓ 2 Critique activities (6 pages)
- ✓ Rubric, Checklists (3 pages)

ANIMATION PROJECT CHECKLIST

- Animation research activity is complete.
- Animation brainstorm activity is complete.
- Adobe Animate animation activity is complete.
- In-progress critique reflection is complete.
- The animation is at least 10 seconds long.
- The animation reflects an action.
- The animation includes representation of a character.
- The transitions are smooth and make sense.
- The animation is engaging and interesting.
- An artist statement is written explaining the intent of the animation.
- The final critique reflection is complete.

Name: _____

ANIMATION RUBRIC

Category	Possible Points	Comments:	Score
An animation was created that includes a character, shows an action, and reflects a story.	20		
At least 25 frames are used to create the animation.	20		
The animation has smooth transitions that make sense for the character and the anatomy of the character.	20		
The character and animation are creative, include good use of color, texture, and was thoughtfully and carefully created and animated.	20		

LESSON PLAN & TEACHER NOTES:

- BIG IDEA
 - ESSENTIAL QUESTIONS,
 - US NATIONAL STANDARDS
 - STEP-BY-STEP INSTRUCTIONS
 - TEACHING TIPS
- & MORE!

CHARACTER DESIGN ILLUSTRATION & ANIMATION

BIG IDEA:

- Character design and animation

ESSENTIAL QUESTIONS:

- What is character design?
- What is animation?
- How does character design and animation come together to a work of art?

OBJECTIVES: Students will...

- Discuss what a character design is and what it represents
- Look at character design in various media
- Compare and contrast character design in different media
- Create character designs for a story or project
- Write a script or storyboard for a character design
- Participate in a critique of character designs

US NATIONAL Middle School MEDIA ARTS

- 8th grade
- 8th grade
- 8th grade

- MA:Cn11.1.8.a - Demonstrate and explain how media artworks and ideas relate to various contexts, purposes, and values, such as democracy, environment, and connecting people and places.
- MA:Cn11.1.8.b - Analyze and responsibly interact with media arts tools, environments, legal, and technological contexts, considering ethics, media literacy, social media, and virtual worlds.

ART:

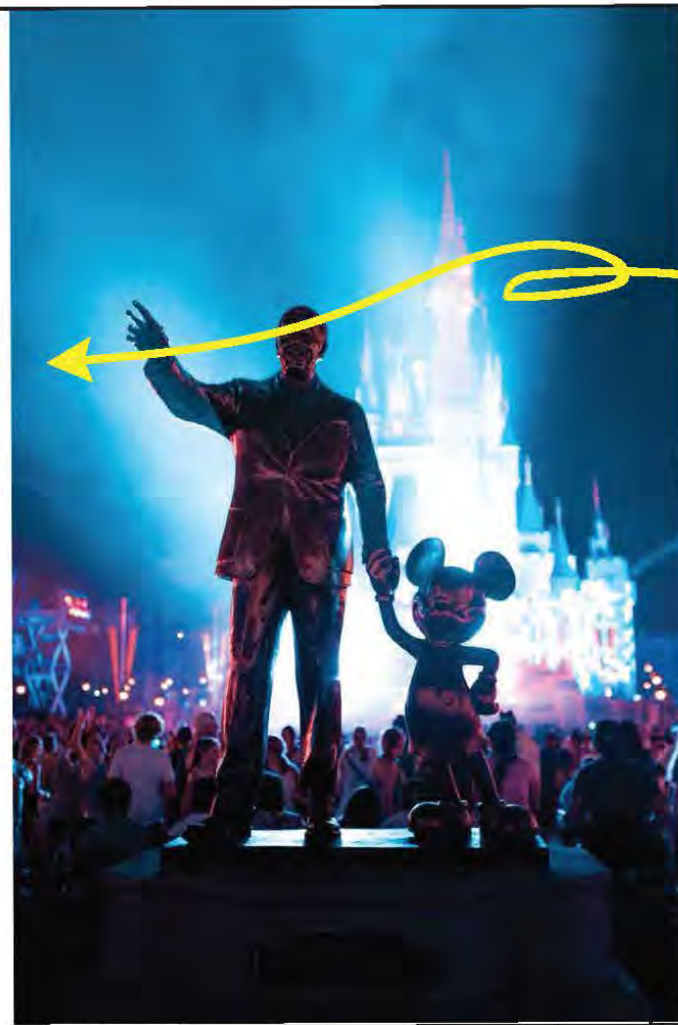
- Visual Arts/Creating, 8th Grade, VA:Cr2.1.8
 - VA:Cr2.1.8.a - Demonstrate willingness to experiment, innovate, and take risks to pursue ideas, forms, and meanings that emerge in the process of art-making or designing.
- Visual Arts/Creating, 8th Grade, VA:Cr3.1.8
 - VA:Cr3.1.8.a - Apply relevant criteria to examine, reflect on, and plan revisions for a work of art or design in progress.
- Visual Arts/Presenting, 8th: VA:Pr4.1.8
 - VA:Pr4.1.8.a - Develop and apply criteria for evaluating a collection of artwork for presentation.
- Visual Arts/Responding, 8th: VA:Re.7.2.8
 - VA:Re.7.2.8.a - Compare and contrast contexts and media in which viewers encounter images that influence ideas, emotions, and actions.

9

PAGES

Walt Disney

- Walt Disney had multiple feature length films come out of their studio:
 - Pinocchio, 1940
 - Fantasia, 1940
 - Dumbo, 1941
 - Bambi, 1942
- In the 1940s a new Disney headquarters was built on Buena Vista Street in Burbank, where it is still headquartered to this day.
- However, their movies weren't making as much money as they hoped, and WWII caused a pause in feature length productions for almost 10 years.



INTRODUCTION TO ANIMATION



PRESENTATION 1:

BACKGROUND ON ANIMATION, PROJECT INTRO

30 SLIDES

ANIMATION RESEARCH

Pick 2 examples of animation to research below. They can be from a movie, TV show, game, or short. Pick an example you are familiar with. Check out these lists for inspiration:
<https://www.goodhousekeeping.com/life/parenting/a23282475/best-animated-movies/>
<https://editorial.cottentomatoes.com/guide/best-computer-animated-movies-of-all-time/>

1. What is the name of the animation you are researching?

2. What type of media is it? When was it made?

3. Who is the target audience for this animation?

4. What type of characters are in it? Describe the main ones.

5. How would you describe the plot of the animation?

6. How would you describe the artistic style of the animation? Think 2D, computer animated, modern, anime, and similar.

7. When and where do/does the character(s) live?

8. How are their personality, environment, time-period, and interests reflected in the design of the characters and animation?

9. Do you think the animation is successful? Why or why not?

Select a second character to research. Answer the following questions:

12. What is the name of the animation you are researching?

13. What type of media is it? When was it made?

14. Who is the target audience for this animation?

18. When and where do/does the character(s) live?

19. How are their personality, environment, time-period, and interests reflected in the design of the characters and animation?

20. Do you think the animation is successful? Why or why not?

ANIMATION CREATING THE STORY

Use this brainstorm sheet to develop your animation.

BRAINSTORM: Skip to question 7 if your character has already been developed.

1. What type of character do you want to design? Human, animal, robot, alien?

2. Who is your target audience?

3. Pull together at least 3 reference images for your character. List ideas below for what need. For example: hens, roosters, chicks, red chicks, pattern chicks, cartoon chicks.

4. What colors are in your character?
Primary color:
Secondary colors:

5. What other details...

7. What type of story do you want to tell?

8. What is the setting?

9. Is this set in a specific time? If so, what clues do you give to the viewer?

10. How many characters are involved and what are they doing?

After sketching out ideas, think about each frame. Sketch out 25 frames below to complete the action and story of your animation. This is similar to the layout of a comic strip. You will use this as a guide when you start sketching and animating in Procreate.

Describe the scene:	Describe the scene:
Describe the scene:	Describe the scene:

PROJECT DEVELOPMENT

RESEARCH & BRAINSTORM ACTIVITIES

13 PAGES

STEPS TO SET UP & CREATE YOUR ANIMATION



PRESENTATION 2:

ANIMATION PROCESS

21 SLIDES

ADOBE ANIMATE

ANIMATION WARM UP

DOCUMENT SET UP

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STEP TWO:

- Go to ASSETS in the panel on the right.
- Click the drop-down next to ANIMATED, select BACKGROUNDS. These backgrounds have parts of the scene that are already animated.
- Click the STATIC drop-down, select BACKGROUNDS. These backgrounds don't have movement in them.
- Select one of the backgrounds in STATIC or ANIMATED to add to your artboard. This will be the background for your entire animation.



STEP THREE:

- When you find a background you like, drag and drop it



STEP FOUR:

- Start animating your character.
- If you want the character to walk into the scene, move it off the artboard. This is the starting position.
- The black dot in the first frame reflects the first KEYFRAME or point of action. Move down the line of frames, right click and select INSERT KEYFRAME- select an option from the pop out, for the first movement I selected POSITION.
- This creates the next movement. Drag your character to the location you want them to move. Don't go too far or your animation will move too quickly.



MOTION TWEEN:

- In the example the first KEYFRAME is located in the first FRAME. The second keyframe is located in FRAME 10.
- When you drag your character to the new location a purple line will follow, this shows the line of action. The MOTION TWEEN are the actions that occur between keyframe 1, 2.
- In frames 2-9, between your 2 keyframes the computer creates the motion to fill the gaps.
- You can edit the purple dots on the line by dragging as needed.

STEP FIVE: Move & Repeat

- Move to a new frame, right click, select INSERT KEYFRAME, select the style, move your character further, and repeat.
- If you want your character to get larger or smaller as they move, use the FREE TRANSFORM tool to edit



st the movement of your character. Click a pin and drag your mouse. When the elbow joint was selected and dragged the forearm and hand moved. It acts the same as an elbow joint, like a hinge. By moving the entire arm from the shoulder joint. Test the legs. The ASSET WARP tool isn't perfect, you are limited to the flat shape of the character, so stretching and warping may happen.



STEP SIX:

- In a new character layer, insert frames the same as the rest of your animation.

STEP EIGHT:

- Click on the first KEYFRAME. Click ASSET WARP tool and position your character in the first position by dragging the pins.

STEP SEVEN:

- Like your first character, add KEYFRAMES to start animating your



ANIMATE BASICS:

STEP-BY-STEP INSTRUCTIONS ON USING ANIMATION BASICS

STUDENTS CREATE A UNIQUE VIDEO 10 PAGES

NAME: _____

ADOBE ANIMATE

PROGRAM ANIMATION BASICS CHECKLIST

- _____ 3 characters are used, 1 pre-animated, 2 static
- _____ The pre-animated character is animated using motion tween
- _____ 1 static character is rigged using the asset warp pin function
- _____ 1 static character is animated using asset warp
- _____ 1 static character is rigged using the free transform/parent layer function
- _____ 1 static character is animated using classic tween
- _____ A background is included
- _____ The animation transitions are smooth
- _____ The design is interesting and creative
- _____ Thought is put into the animation and character interactions
- _____ The animation reflects the student's understanding of the program
- _____ Creativity
- _____ Craftsmanship

NAME: _____

ADOBE ANIMATE

PROGRAM ANIMATION BASICS RUBRIC

- _____ 3 characters are used, 1 pre-animated, 2 static (15 points)
- _____ The pre-animated character is animated using motion tween (10 points)
- _____ 1 static character is animated using asset warp (10 points)
- _____ 1 static character is animated using classic tween (10 points)
- _____ The 2 static characters are set up for animation using rigging (10 points)
- _____ A background is included (5 points)
- _____ The animation transitions are smooth. (5 points)
- _____ The design is interesting and creative. (5 points)
- _____ The animation reflects the student's understanding of the program. (10 points)
- _____ Creativity (5 points)
- _____ Craftsmanship (5 points)
- _____ Effort (10 points)

- _____ TOTAL SCORE

NAME: _____

ACTIVITY CHECKLIST & RUBRIC

ADOBE ANIMATE

ANIMATION HOW TO

DOCUMENT SET UP & RIGGING

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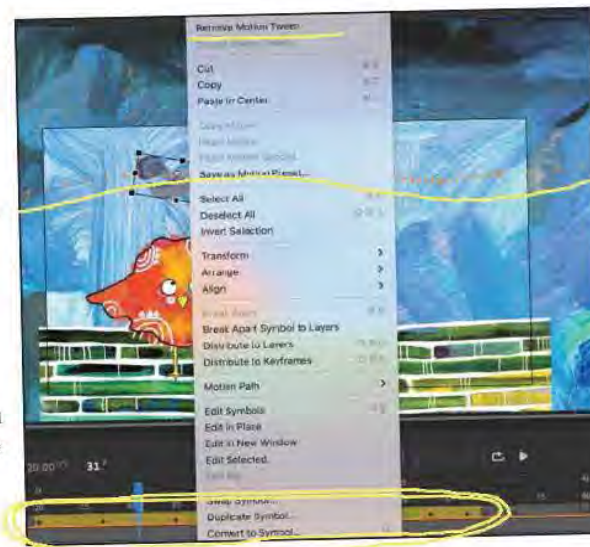


STEP TWO:

- If you already have a character designed in Adobe Illustrator, continue to step three.
- If you don't have a character to animate yet, you can create one in Adobe Illustrator.

STEP TWENTY ONE:

- If you add a new asset, try MOTION TWEEN to add even more fluid movement.
- Move the asset to the starting point, if you want it to move onto the artboard, move it slightly off to start.
- Right click and select CREATE MOTION TWEEN.
- In the TIMELINE panel, select the layer. Add a keyframe to start. Move down the line, add another keyframe.
- Move the asset to the next animation point, you will see a line connect the two points.
- Repeat until you have your asset's movement completed.
- Click play to review it.



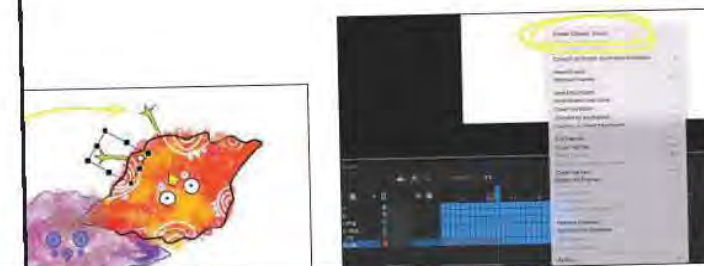
ANIMATING



STEP TWELVE: New Frames

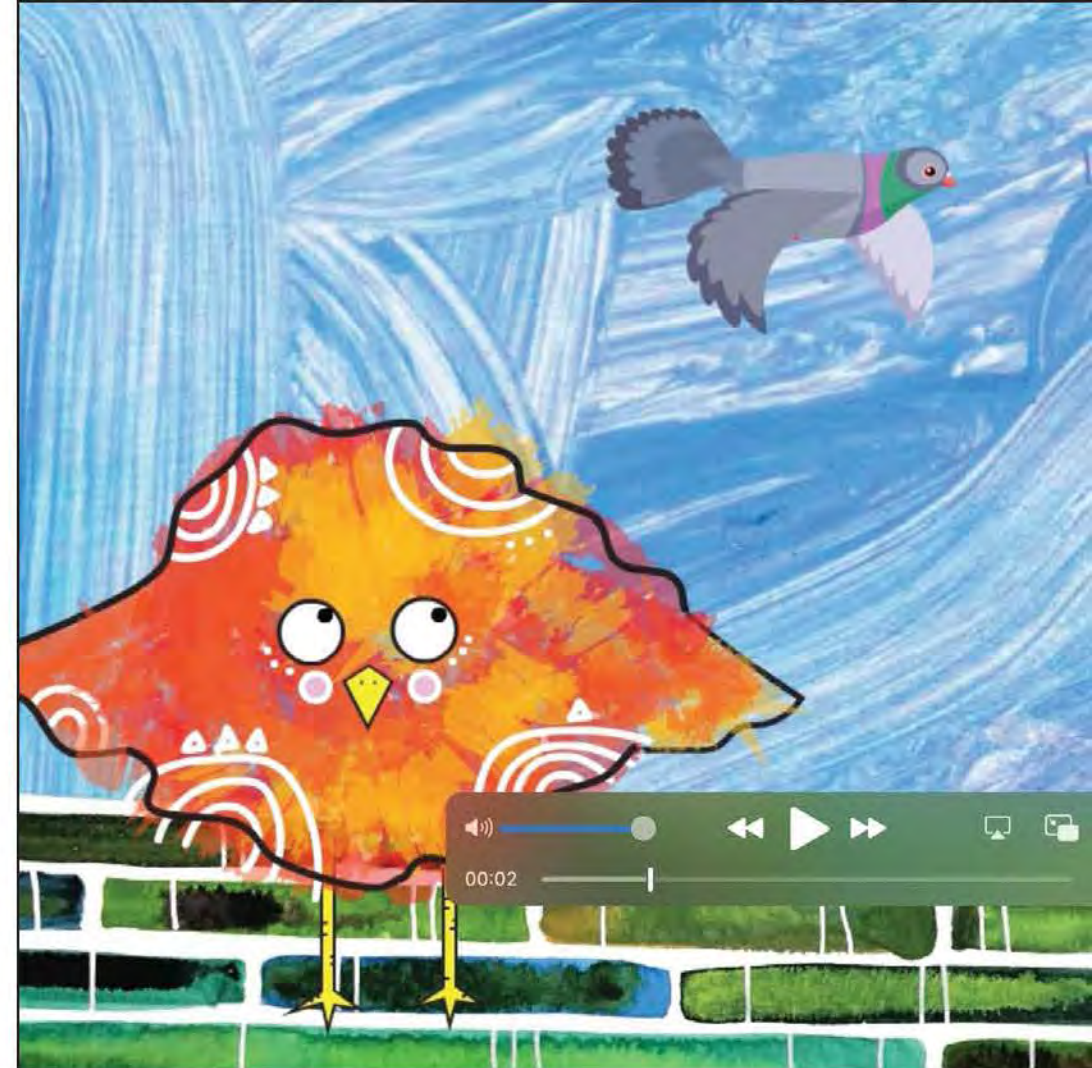
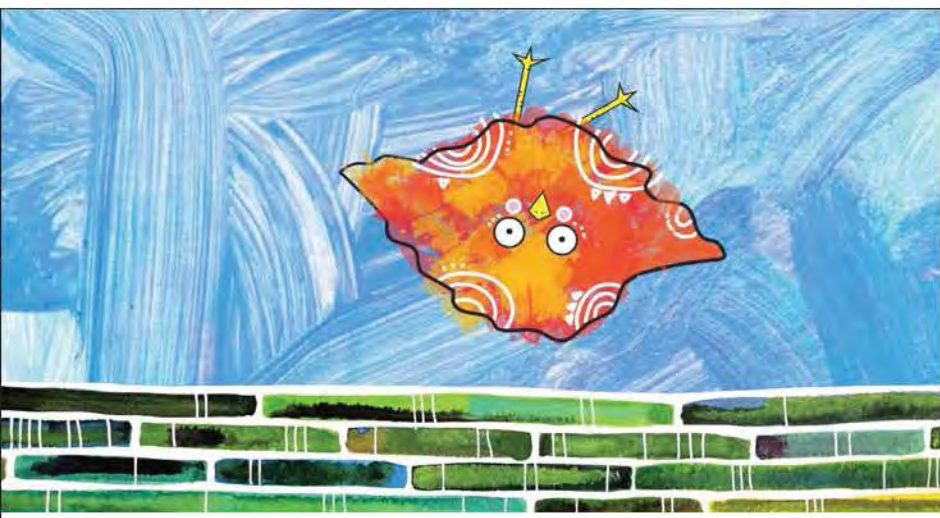
- Click and drag to highlight a section of frames after the key frame.
- Right click and select INSERT FRAME to create active frames in your animation sequence.

ght



PROJECT GUIDE

STEP-BY-STEP INSTRUCTIONS ON CREATING THEIR ANIMATION USING ADOBE ANIMATE, 7 PAGES



EXAMPLE VIDEO 2

CHARACTER ANIMATION, AVAILABLE TO VIEW ON YOUTUBE

Name: _____

ANIMATION IN PROGRESS CRITIQUE

Carefully look at each animation and answer the following questions:

1. Which animation held your attention most?

1. Which animation had the most interesting character?

2. Which animation had the most interesting transitions?

Name: _____

ANIMATION CRITIQUE

Carefully look at each animation, read the artist statements, and answer the following questions:

1. Which animation held your attention most? Why?

2. Which animation had the most interesting character? Describe it?

3. Which animation had the most interesting transitions? How did they achieve it?

4. Which animation had the most surprising element? What was it?

STICKER CRITIQUE INSTRUCTIONS

Place at least one sticker at every work of art. You can place up to 3 stickers at one design. The sticker should be placed based on the corresponding color and response you have to the design. Only one purple sticker can be placed.



Favorite overall animation



Animation with most surprising element

CRITIQUE

IN-PROGRESS & FINAL CRITIQUE REFLECTIONS + ACTIVITY

ANIMATION

PROJECT CHECKLIST

- _____ Animation research activity is complete.
- _____ Animation brainstorm activity is complete.
- _____ Adobe Animate animation activity is complete.
- _____ In-progress critique reflection is complete.
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- _____ The animation reflects an action.
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Name: _____

ANIMATION RUBRIC

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The character and animation are creative, include good use of color, texture, and was thoughtfully and carefully created and animated.	20		

CHECKLIST & RUBRIC

KEEP STUDENTS ON TRACK & GRADE

TEACHERS LOVE THESE DIGITAL DESIGN PRODUCTS:



"What an awesome resource. My Digital Design students thoroughly enjoyed the lessons we have completed so far. I plan to continue to use this purchase for years to come. The lessons are very engaging and keeps students' attention throughout class. Thanks so much!"



"Loved the lessons and the students were super engaged! This resource was awesome, complete and straightforward."

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Grab early finishers for those quick artists or an entire curriculum so you can focus on teaching.

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LOOK BETWEEN THE LINES

BY WHITNEY PANETTA



I'm Whitney, a former art teacher turned art curriculum developer. I now focus on designing art lessons, resources, & full curriculums for elementary, middle, high school art teachers, homeschool parents, & general art enthusiasts.

I am so glad to still be connected to the world of art education and I love seeing my resources "in the wild" all over the globe. Reach out anytime with questions or comments at whitneywpanetta@gmail.com.