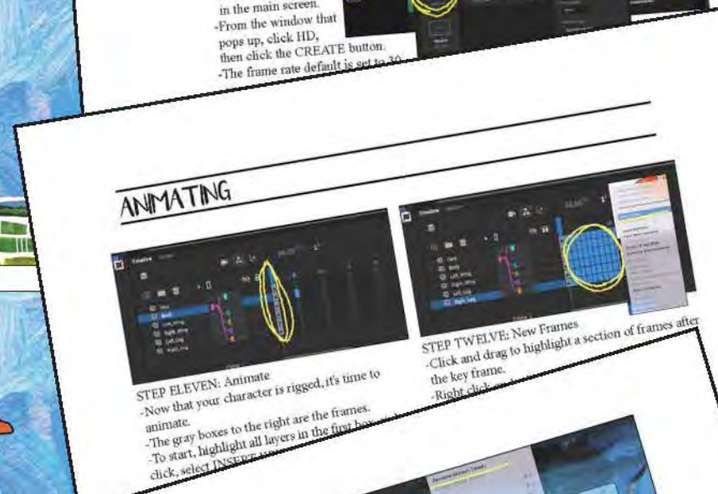
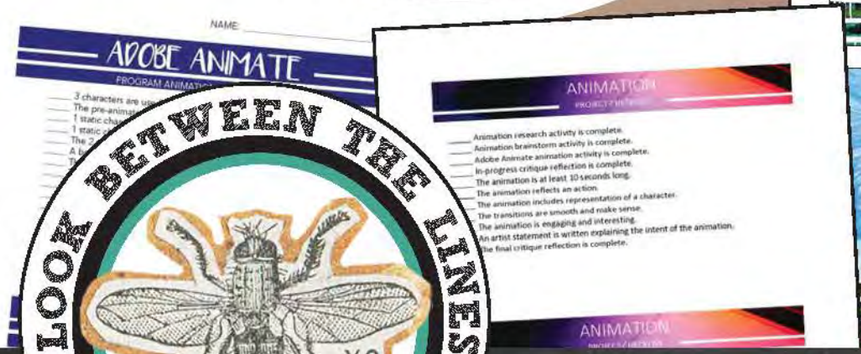
DIGITAL DRAWING & DESIGN

ADOBE ANIMATE ANIMATION PROJECT





LOOK BETWEEN THE LINES
BY WHITNEY PANETTA

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.

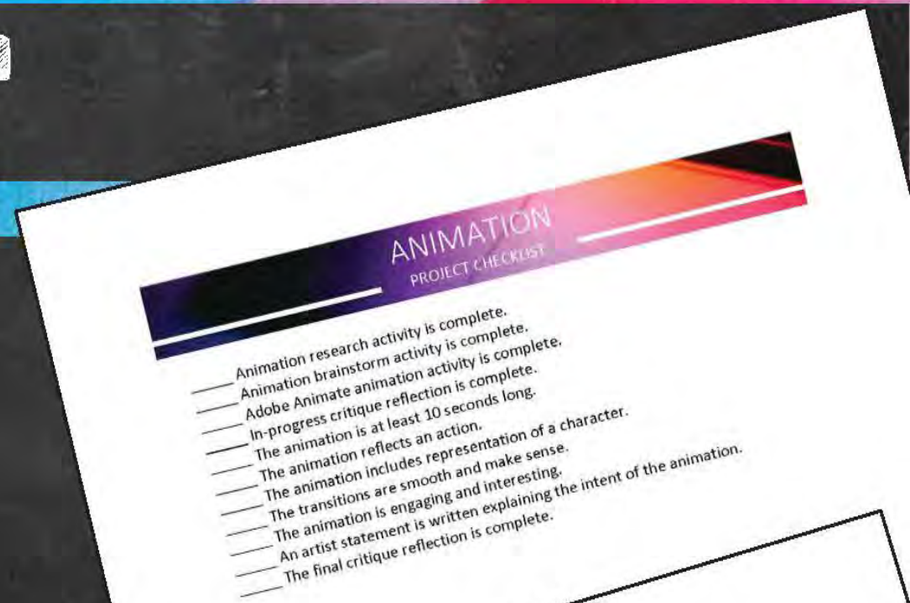
National US art standards for 6th-12th grade.

Animaker animate walk through & tools overview.

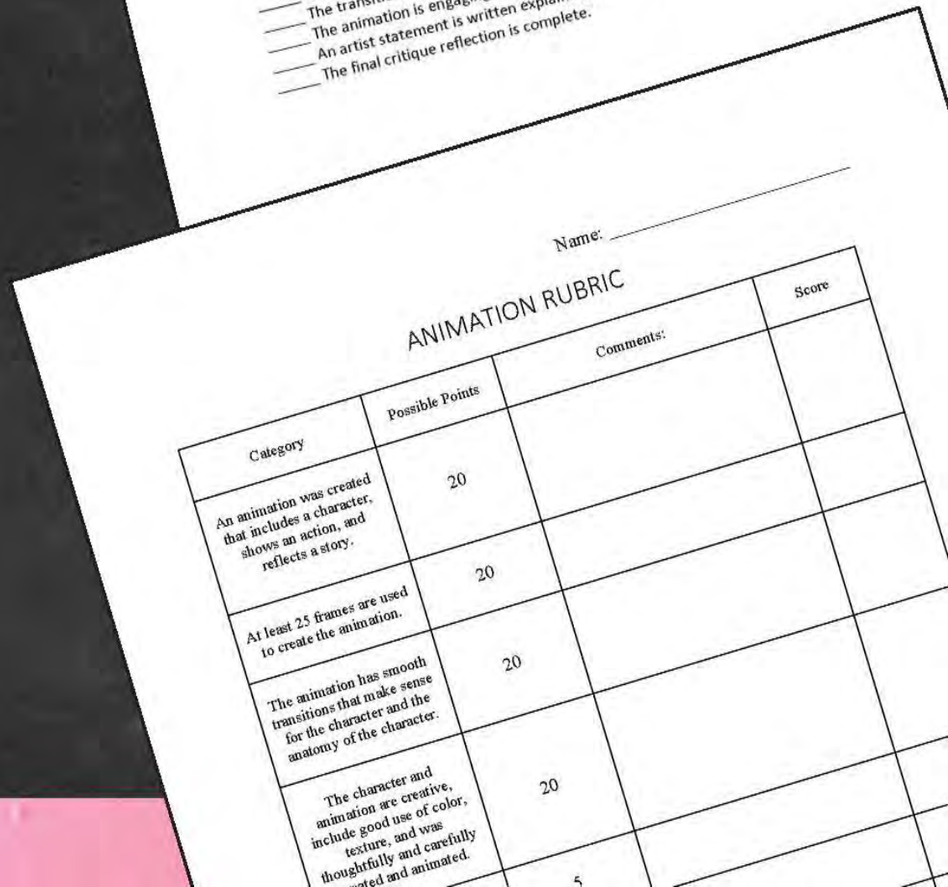
WHAT YOU GET

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: _____

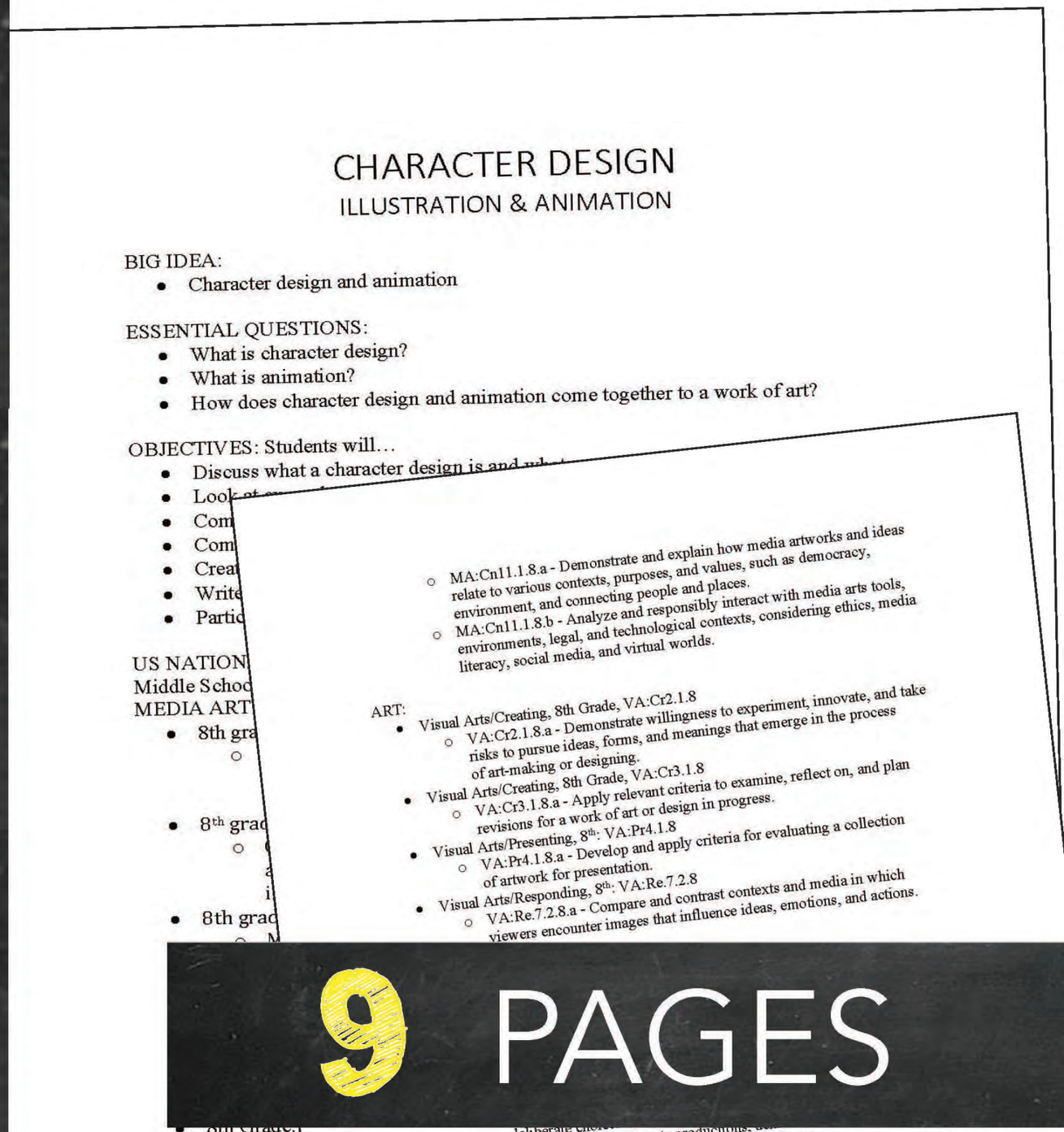
ANIMATION RUBRIC

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	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
- Look
- Com
- Com
- Crea
- Write
- Partic

US NATION
Middle Schoo
MEDIA ART
- 8th gra
- 8th grad
- 8th grad
- 8th Grade:
  - MA

- 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.

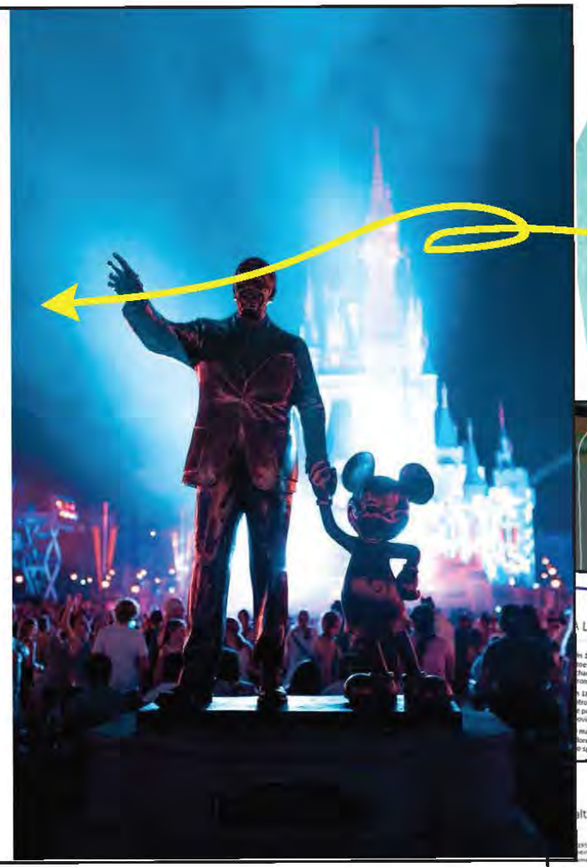
ART:
- Visual Arts/Creating, 8th Grade, VA:Cr2.1.8
  - VA:Cr2.1.8.a - Demonstrate willingness to experiment, innovate, and take risks to pursue ideas, forms, and meanings that emerge in the process of art-making or designing.
- Visual Arts/Creating, 8th Grade, VA:Cr3.1.8
  - VA:Cr3.1.8.a - Apply relevant 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.

deliberate
conventions in media arts productions,
associated principles, such as emphasis and tone.
and modify media artworks, honing aesthetic
to reflect an

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.

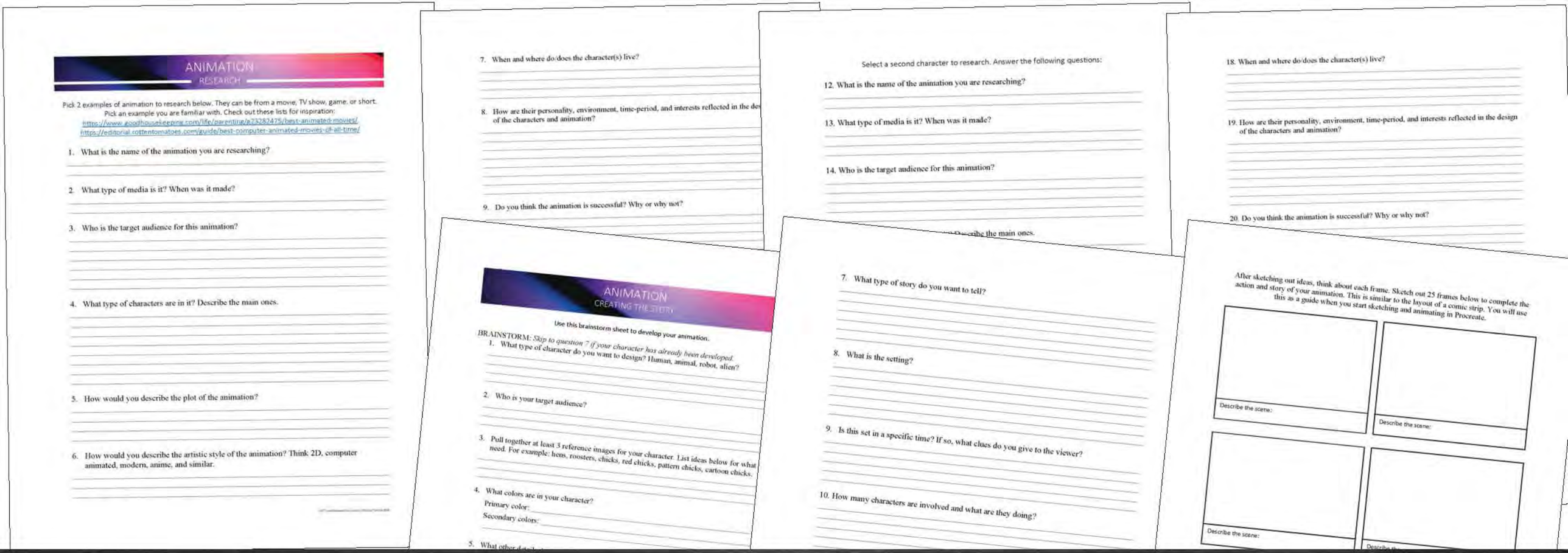


INTRODUCTION TO ANIMATION

PRESENTATION 1:

BACKGROUND ON ANIMATION, PROJECT INTRO

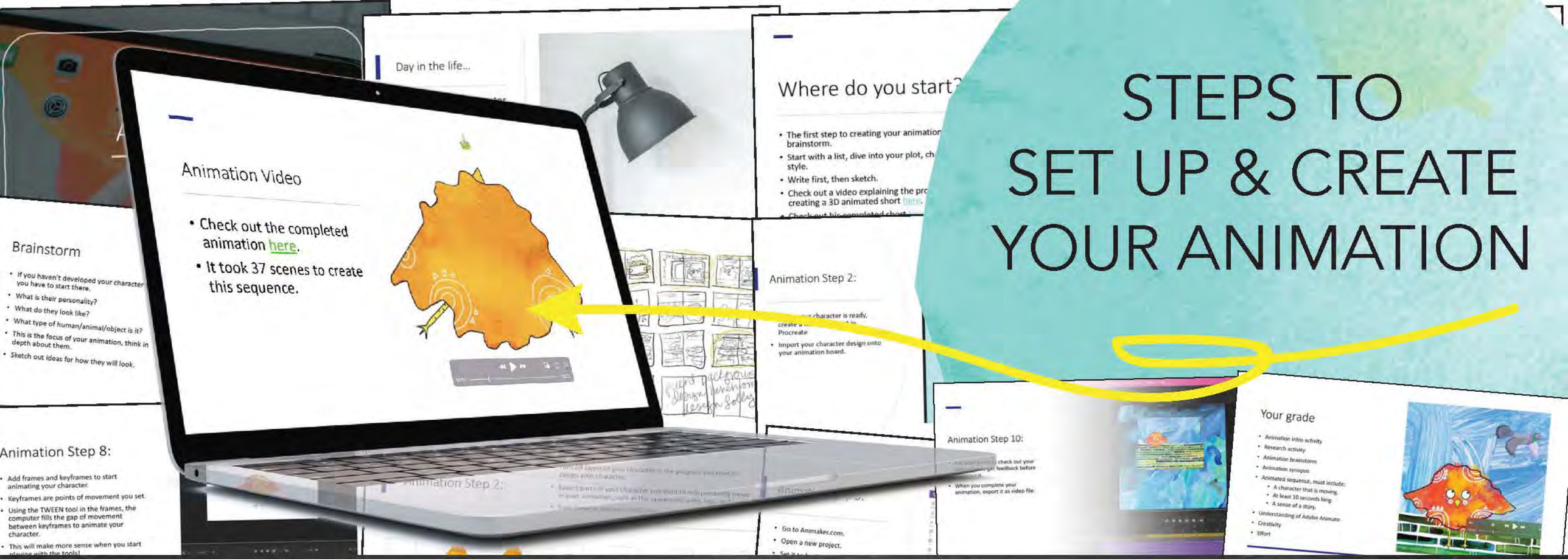
30 SLIDES



PROJECT DEVELOPMENT

RESEARCH & BRAINSTORM ACTIVITIES

13 PAGES



PRESENTATION 2:

ANIMATION PROCESS

21 SLIDES

ADOBE ANIMATE

ANIMATION WARM UP

DOCUMENT SET UP

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, you can change this if you want a slower animation at a later date.

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.

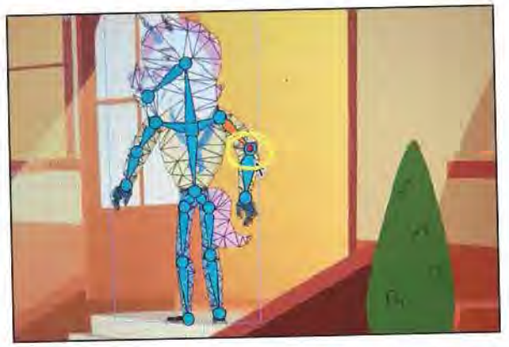
STEP THREE:
- -When you find a background you like, drag and drop it

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.
ick a pin and drag your mouse.
hen the elbow joint was selected
d dragged the forearm and hand
oved. It acts the same as an elbow
n, like a hinge.
y moving the entire arm from the
oulder joint. Test the legs.
e ASSET WARP tool isn't perfect,
u are limited to the flat shape of
e character, so stretching and
rping may happen.



EN:
new character layer, insert frames the same
e 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.

NE: Animate
st like your first character, add KEY
R AMES 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

Adobe Animate is an in-depth tool professiona
We will only be scratching the surface on all th

STEP ONE:
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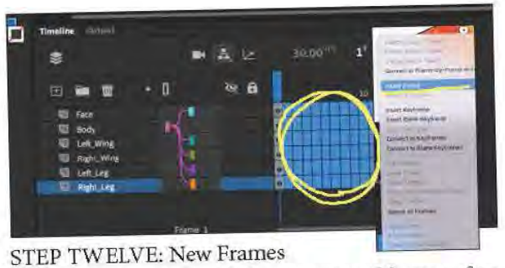
- -From the window that pops up, click HD, then click the CREATE button.
- -The frame rate default is set to 30, you can change this if you want a slower animation at a later date.

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,

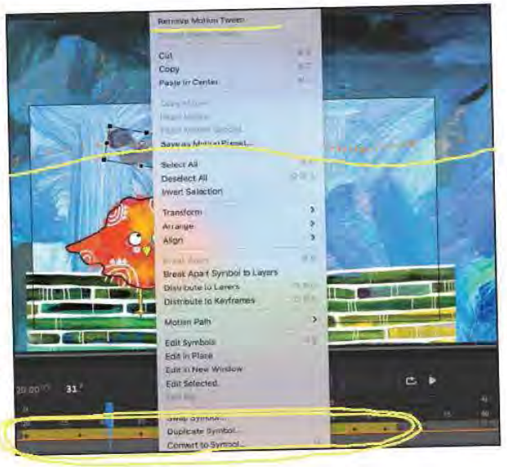
ANIMATING

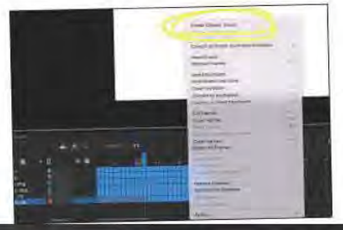


STEP TWELVE: New Frames
- -Click and drag to highlight a section of frames after the key frame.
- -Right click and select INSERT FRAME to create active frames in your animation sequence.

ght

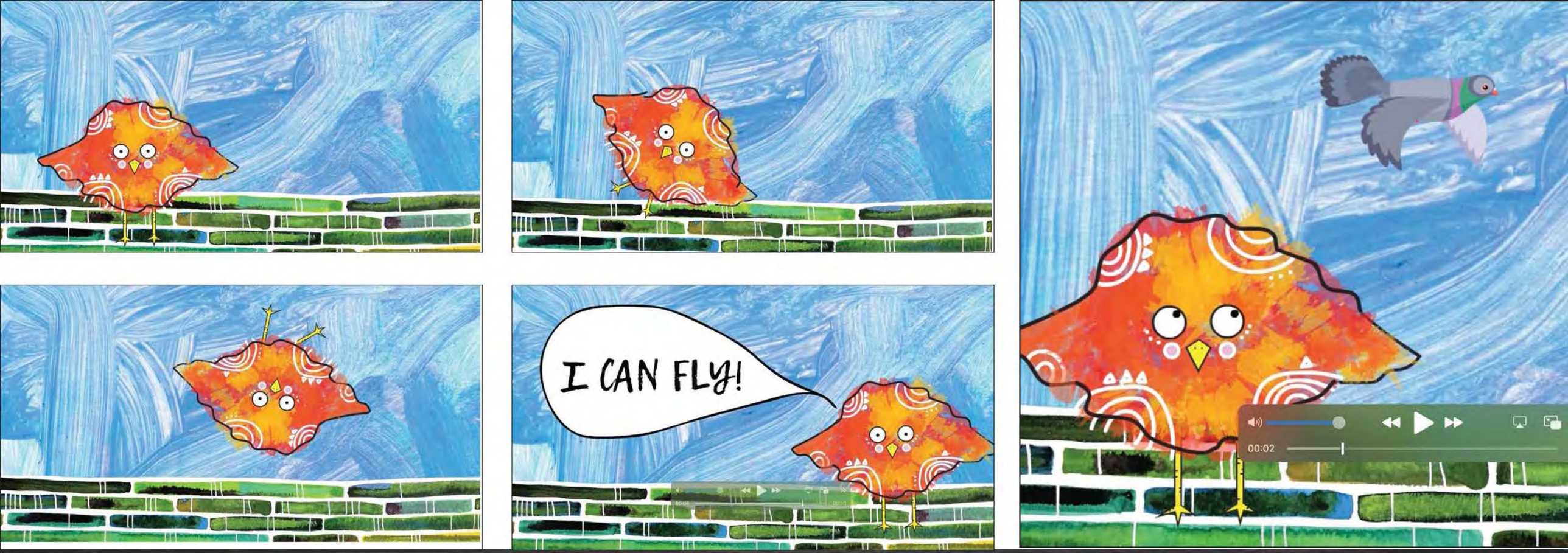
STEP TWENTY ONE:
- -If you add a new asset, try MOTION TWEEN to add even more fluid movement.
- -Move the asset to the starting point, if you want it to move onto the artboard, move it slightly off to start.
- -Right click and select CREATE MOTION TWEEN.
- -In the TIMELINE panel, select the layer. Add 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.





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

2. Which animation had the most interesting

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?

cter? Describe it?

st transitions? How did they achieve it?

prising 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

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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:

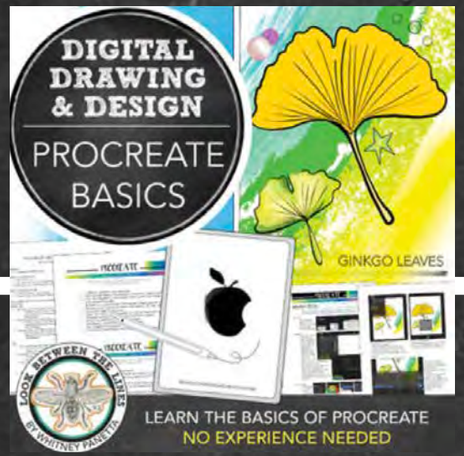
★★★★★

"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."

CHECK OUT MORE PRODUCTS:



Check out more design projects for upper middle and high school students.

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

VIEW MORE HERE

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.