

DIGITAL MEDIA CONSERVATORY

| YEAR | FALL | SPRING |
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| Year 1 – 9 th Grade | Drawing I M/W 2D Animation T/TH | Game Design I M/W Character Design I T/TH |
| Year 2 – 10 th Grade | Character Design II M/W 3D Animation T/TH | Drawing II M/W Game Design II T/TH |
| Year 3 – 11 th Grade | Game Design III M/W World Building T/TH | Life Drawing M/W Animation Studio T/TH |
| Year 4 – 12 th Grade TBA | Life Drawing II M/W Game Studio T/TH | Concept Design Animation Studio II T/TH |

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9th GRADE Drawing I

This is an introductory drawing course that focuses on building core skills, various techniques and visual vernacular with an emphasis on observation. Students in Drawing I can expect to learn the basics of anatomy, perspective and turning form as well as a structural approach to building a drawing. Most of this course will be spent drawing with time allowed for reflection, individual and group critique and intermittent lectures and demonstrations.

9th GRADE 2D Animation

This course is an introduction to animation focusing on traditional methodologies and theory and long established 12 principals, adjusted for our digital platform. Using Adobe Photoshop, Flash and TVPaint, Students will learn history, theory and techniques to create the illusion of movement and subsequently utilize that knowledge to tell stories. Most of this class will be spent learning the user interface, of the programs and focusing on good story telling habits, working methodologies, and building a short original animated sequence along side scheduled pitches, proposals, critiques, and lectures.

9th GRADE Game Design I

This course will cover the basics of game level development using the Unity game engine. Additionally, this course will function as an introduction to the theory, history and methodology of the design of video games. Working in Unity, students will create simple games that express knowledge and use of basic code, theory and a grasp of the criteria upon which games are judged. Most of the time in this course will be spent conceptualizing, making, coding, and testing original games with scheduled pitches, proposals, critiques, and lectures.

9th GRADE Character Design I

This course is an introduction to the incredible world of character and concept design. At its heart, it is a class about visual problem solving and story telling using the character as a template to mediate these challenges. Students will work through the design and/or redesign of characters taken from a variety of open and public domain sources. Using contemporary approaches and techniques employed by professionals, students will create a cast of characters while learning the basics of Adobe Photoshop, shape language, color and design theory. Most of this course will be spent working and reworking designs alongside scheduled pitches, proposals, critiques, demonstrations and lectures.

10th Grade Character Design II

This course is an intermediate look at the coveted work of character and concept design. At its heart, it is a class about visual problem solving and story telling using the character as a template to mediate these challenges. Students will work through the design and/or redesign of characters taken from a variety of open and public domain sources, utilizing collaboration and group dynamics where possible. Focusing on contemporary approaches and techniques employed by professionals, and building on techniques, theory and methodology learned in Character Design I, students will create a cast of characters, props, vehicles and environments while building on their knowledge of Adobe Photoshop, shape language, color and design theory. Most of this course will be spent working and reworking designs alongside scheduled pitches, proposals, critiques, demonstrations and lectures.

10th Grade 3D Animation

This course is an introduction to animating using a 3D platform. This class will reinforce the principals of animation from the 2D animation class while expanding into a 3D animation and building platform. Using Autodesk 3ds Max, and Adobe Photoshop and Premiere, students will learn the basic techniques of modeling and animating in 3D. Most of the time in this course will be spent learning the user interface, working methodologies, and clean modeling techniques geared for building character models, lighting, camera, and exporting to Adobe Premiere and 3D objects, with scheduled pitches, proposals, critiques, and lectures.

10th Grade Drawing II

This is an intermediate drawing course that will build on and reinforce core skills, learned in Drawing I. Continuing with an emphasis on observation, students in Drawing II will be challenged to use new media and techniques as they refine abilities and skills. Drawing II will expand the previous focus on anatomy and comparative anatomy, investigating more closely underlying structures in both humans and animals. A more thorough explanation of various perspective techniques and theory will be covered. This course will expand beyond a structural approach to drawing and begin to investigate gestural and personal mark making, as well as the communicative and metaphoric meaning inherent in mark making. Most of this course will be spent drawing with time allowed for reflection, individual and group critique and intermittent lectures and demonstrations.

10th Grade Game Design II

This is course is an intermediate look at the theory, history and methodology to the design of video games. Working in Unreal Engine 4 Autodesk 3ds Max, and Adobe Photoshop, students will learn the basic techniques of modeling, importing texture maps, with a focus on building a functional small environment and related props. This course will begin with reviews of modeling and texturing basics as learned in 3D Animation, before expanding on those skills and how they relate to building a work pipeline. Most of the time in this course will be spent building 3D objects and manipulating them in-engine, with scheduled pitches, proposals, critiques, and lectures.

11th Grade Game Design III

This is course is an Advanced look at the theory, history and methodology of video games. This course is intended to foster and function as a capstone project and in doing so, compel students to both build on previous knowledge but also significantly push their boundaries in the pursuit of realizing a conceptual vision. This class will expand significantly to focus on environment as character. Beginning with a review of prop modeling, texture and pipeline, it will quickly expand to focus on game play. Using preexisting maps and simple shapes, students will further investigate texturing, maps, alphas, importing and advanced modeling. Working in Unreal Engine 4 Autodesk 3ds Max, and Adobe Photoshop, most of the time in this course will be spent building 3D objects and manipulating them in-engine, with scheduled pitches, proposals, critiques, and lectures.

11th Grade World Building

This is a capstone course, intended to reinforce previously learned techniques and theory and also challenge and allow students the opportunity to put those skills and techniques to work, realizing a larger semester long project either working individually or in groups. With a carefully constructed structure, students will work through the process of creating a convincing concept, environment and characters, with a focus on process, believability and cohesiveness. Most of this class will be spent working on various portions of the project with all pieces leading to a large finished product while scheduled pitches, proposals, critiques, and lectures punctuate the class. Most of this course will be spend working and reworking designs alongside scheduled pitches, proposals, critiques, demonstrations and lectures.

11th Grade Life Drawing

This is an advanced drawing course specifically intended to provide students with the opportunity to create artworks for inclusion in portfolios. Building on and reinforcing the structural and gestural foundations of Drawing I & II. Life Drawing shifts focus to an academic approach to observational drawings of humans and animals from life. Most of this course will be spent drawing and on refining skills and techniques learned in the two previous drawing classes, with time allowed for reflection, individual and group critique and intermittent lectures and demonstrations, as well as field trips to parks, museums and galleries.

11th Grade Animation Studio

This is a capstone course, intended to reinforce previously learned techniques and also challenge/allow students the opportunity to put those skills and techniques to work, realizing a larger semester long project either working individually or in groups. With a carefully constructed structure, students will work through the process of creating a short individual animated story. Most of this class will be spent on various portions of the project with all pieces

