



Republic of the Philippines

# Department of Education

DepEd Complex, Meralco Avenue, Pasig City

**STRENGTHENED SENIOR HIGH SCHOOL CURRICULUM**

## **ANIMATION**

**Grade 11/12**

**DESCRIPTION:**

This course is designed to enable learners to apply a strong foundation in the fundamentals and principles of animation; it equips them with industry-standard techniques to create polished animations, demonstrating proficiency in key skills such as clean-up and in-betweening, both in traditional and digital animation production workflows. Upon completion, learners are eligible to take assessments to earn National Certificate Level II in Animation, higher education, and careers in the animation sector industry.

**Elective:** Technical Professional

**Prerequisite:** None

**Time Allotment:** In Grade 11, 320 hours for two semesters, 8 hours per week/In Grade 12, 320 hours for one semester, 16 hours per week

**Schedule:** First/Second Semester

**QUARTER 1**

<b>CONTENT STANDARD</b>	The learners demonstrate understanding of the concepts and principles of creating character design using traditional hand drawing techniques.
<b>PERFORMANCE STANDARD</b>	The learners create character designs using hand drawing techniques.
<b>LEARNING COMPETENCIES</b>	<b>CONTENT</b>
1. Discuss animation fundamentals	Animation Fundamentals <ul style="list-style-type: none"> <li>• History</li> <li>• Trends</li> <li>• Business and career opportunities</li> <li>• Laws, policies and regulations</li> <li>• Principles and concepts</li> <li>• Types</li> <li>• Animation workflow</li> </ul>
2. Use tools, equipment, and materials in traditional animation	Materials, Tools and Equipment for Traditional Animation <ul style="list-style-type: none"> <li>• Tools for clean-up work</li> <li>• Materials               <ul style="list-style-type: none"> <li>○ storyboard, model sheets</li> <li>○ timing and exposure sheet</li> </ul> </li> <li>• Equipment</li> <li>• Labeling conventions/symbols used for labeling animation drawings</li> <li>• Procedures and policies in keeping records</li> </ul>

3. Apply traditional hand drawing techniques in animation	Hand drawing Techniques <ul style="list-style-type: none"> <li>• Line techniques and concept</li> <li>• Basic perspective drawing</li> <li>• Basic construction drawing</li> </ul>
4. Create character designs for traditional animation	Character Design <ul style="list-style-type: none"> <li>• Character profile</li> <li>• Proportion and anatomy</li> </ul>

## QUARTER 2

<b>CONTENT STANDARD</b>	The learners demonstrate understanding of the concepts and principles of creating cleaned-up drawings in traditional animation and storyboard.	
<b>PERFORMANCE STANDARD</b>	The learners create cleaned-up drawings for traditional animation and storyboard.	
<b>LEARNING COMPETENCIES</b>	<b>CONTENT</b>	
1. Create traditional cleaned-up drawings	Traditional Cleaned-up Drawings <ul style="list-style-type: none"> <li>• Modeling animation key drawings</li> <li>• Cleaned-up key drawings for animation <ul style="list-style-type: none"> <li>○ head turn/ expressions (cartoony, realistic)</li> <li>○ half -body character turn (cartoony, realistic)</li> <li>○ character movements (walk cycles, run cycles)</li> <li>○ dialogue (lip sync)</li> <li>○ wave principles or wave actions</li> <li>○ effects in animation</li> <li>○ finalizing cleaned-up key drawings</li> </ul> </li> </ul>	
2. Discuss in-between drawing concepts	In-between Drawings <ul style="list-style-type: none"> <li>• Concept of in-betweening</li> <li>• Types of timings</li> <li>• Breakdown, direct and indirect in-between</li> <li>• Pegging and unpegging</li> <li>• Line test for in-between drawings</li> </ul>	

3. Create in-between drawings	In-between drawings in actual scene folder <ul style="list-style-type: none"> <li>• Model sheets for in-between drawings</li> <li>• In-between drawings for animation             <ul style="list-style-type: none"> <li>○ head turn/ expressions (e.g. cartoony/realistic)</li> <li>○ half body character turn (e.g. cartoony/realistic)</li> <li>○ character movements (walk cycles, run cycles)</li> <li>○ dialogue (lip sync)</li> <li>○ effects on animation</li> </ul> </li> <li>• Finalizing in-between drawings</li> </ul>
4. Create storyboards	Storyboard <ul style="list-style-type: none"> <li>• Visual sequence</li> <li>• Timing and pacing</li> <li>• Camera movements and angles</li> <li>• Character and setting design</li> <li>• Notes and annotation</li> <li>• Review and revisions</li> </ul>

### QUARTER 3

<b>CONTENT STANDARD</b>	The learners demonstrate an understanding of the concepts of creating in-between drawings/key extremes and breakdown using digital drawing techniques.
<b>PERFORMANCE STANDARD</b>	The learners create clean up and in-between drawings/key extremes and breakdown using digital drawing techniques.
<b>LEARNING COMPETENCIES</b>	<b>CONTENT</b>
1. Discuss animation tools and techniques	Digital Animation Tools and Equipment <ul style="list-style-type: none"> <li>• Hardware</li> <li>• Software</li> </ul> Digital Drawing Techniques <ul style="list-style-type: none"> <li>• Keyframe animation</li> <li>• Tweening and in-betweens</li> <li>• Lip sync and facial animation</li> <li>• Animating movement</li> <li>• Special effects             <ul style="list-style-type: none"> <li>○ sound integration</li> <li>○ mixing and editing audio</li> </ul> </li> </ul>

	<ul style="list-style-type: none"> <li>○ compositing</li> </ul>
2. Create digital clean-ups and in-between drawing/key extremes and breakdown	<p>Digital Clean-up and In-between Drawings/Key Extremes and Breakdown</p> <ul style="list-style-type: none"> <li>• Different digital in-betweening techniques</li> <li>• Digital in-between drawings for animation <ul style="list-style-type: none"> <li>○ head turn/ expressions (cartoony, realistic)</li> <li>○ half body character turn (cartoony, realistic)</li> <li>○ character movements (walk cycles, run cycles)</li> <li>○ dialogue (lip sync)</li> <li>○ wave principles or wave actions</li> </ul> </li> </ul>

#### QUARTER 4

<b>CONTENT STANDARD</b>	The learners demonstrate understanding of the principles in creating digital animation and calculate animation cost based on industry standards.
<b>PERFORMANCE STANDARD</b>	Learners create digital animation output and calculate animation cost based on industry standards.
<b>LEARNING COMPETENCIES</b>	<b>CONTENT</b>
1. Create digital animations	<p>Digital Animation</p> <ul style="list-style-type: none"> <li>• Effects on animation</li> <li>• Finalizing and exporting animations</li> </ul>
2. Calculate animation costs	<p>Animation Cost</p> <ul style="list-style-type: none"> <li>• Animation Guild price list</li> <li>• Value-based pricing and cost-plus pricing</li> </ul>

## GLOSSARY

<b>animation</b>	the process of creating the illusion of motion by displaying a series of individual drawings, paintings, or illustrations in rapid succession
<b>character design</b>	the creation and development of the appearance, personality, and style of characters for animation
<b>clean-up</b>	the refinement process of finalizing rough animation drawings, making them clean and ready for production
<b>digital animation</b>	animation created using digital tools and techniques, often involving software that allows for more complex effects and movements
<b>finalizing</b>	the process of completing and polishing the animation project, ensuring all elements are coherent and ready for presentation
<b>in-betweening</b>	the technique of generating intermediate frames between two key frames to create the illusion of smooth motion
<b>keyframes</b>	the main frames that define the start and end points of any smooth transition in animation
<b>lip sync</b>	the synchronization of a character's mouth movements with recorded dialogue
<b>model sheets</b>	reference materials that show a character from various angles and expressions to ensure consistency in animation
<b>perspective drawing</b>	a technique used to represent three-dimensional objects on a two-dimensional surface, providing depth and realism
<b>sound integration</b>	the process of combining audio elements — such as dialogue, sound effects, and music — with animated visuals
<b>storyboard</b>	sequence of drawings that outline the visual representation of a story, including key scenes and actions

**timing and exposure sheet**

a document that records the timing of each frame in an animation sequence, helping animators manage the pace of the animation

**tweening**

the process of generating intermediate frames between two keyframes in digital animation to create smooth motion

**wave principles**

techniques used in animation to simulate realistic movements, such as waves or ripples, that are often used for water or other fluid movements

## REFERENCES

**Books:**

Williams, R. (2001). *The Animator's Survival Kit: A Manual of Methods, Principles, and Formulas for Classical, Computer, Games, Stop-motion, and Internet Animators*. Faber & Faber.

Blair, P. (1994). *Cartoon Animation*. Walter Foster Publishing.

Stanchfield, W. (2011). *Drawn to Life: 20 Golden Years of Disney Master Classes*. Disney Editions.

**Online Resources:**

Autodesk. (n.d.). *Fusion 360 Learning Resources*. Autodesk. Retrieved December 10, 2024, from <https://help.autodesk.com/view/fusion360/ENU/>

Blender Foundation. (n.d.). *Blender Documentation*. Blender. Retrieved December 10, 2024, from <https://www.blender.org/>

Toon Boom Animation Inc. (n.d.). *Toon Boom Harmony Learning Resources*. Toon Boom. Retrieved December 10, 2024, from <https://www.toonboom.com/resources/learning>

Adobe Inc. (n.d.). *Adobe Animate Tutorials*. Adobe. Retrieved December 10, 2024, from <https://helpx.adobe.com/animate/tutorials.html>

Animation Resources. (n.d.). *Animation Resources*. Animation Resources. Retrieved December 10, 2024, from <https://animationresources.org/>

**MATERIALS, TOOLS, AND EQUIPMENT**

<b>TOOLS</b>	<b>MATERIALS</b>	<b>EQUIPMENT</b>
Any of the following: <input type="checkbox"/> Lightbox (with animation disc/peg bar) <input type="checkbox"/> Animation table with disc	Samples of animation model packs – cartoony and realistic	Ergonomic computer tables and chairs
Must have any of the following 2D software*: <input type="checkbox"/> Toonboom <input type="checkbox"/> Flash <input type="checkbox"/> Retas Pro <input type="checkbox"/> After effects	Whiteboard markers	Desktop computer with mouse and keyboard (Software dependent specifications)
Must have any of the following 2D software* for line test purpose only: <input type="checkbox"/> Flip book <input type="checkbox"/> CTP Pro	Whiteboard eraser	Desktop computer with mouse and keyboard – for line test (Software dependent specifications)
Peg bar	Light colored pencils	Pen Tablet 4” x 6”, manual call point)
Operating system	Animation paper	Colored printer
1 TB External hard drive	Masking tape 1”	whiteboard
Earphones	Pencil sharpener	Web camera
Eraser	1 magic tape 1”	
Rubber/ kneaded eraser	Lead Pencil	
Pencil sharpener		
Ruler		