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Part 1: Defining Character (6 sessions)

Students analyze characters in animated movies to begin thinking about the visual components of character development. They develop ideas for and begin work on the characters for their unit projects.

Activity 1A: What Is a Character?

1A.1: <i>Analyzing Characters</i>	Students view two 3–5 minute clips of animated movies and analyze the visual elements that define the characters.
1A.2: <i>Introducing the Unit Project</i>	Students learn about the unit project and develop ideas for creating their own characters.
1A.3: <i>Initial Character Development and Research</i>	Students write descriptions of their character and conduct research relating to their characters.

Activity 1B: Sketching the Character

1B.1: <i>Preliminary Sketching (Studio)</i>	Students learn drawing techniques and create initial character sketches.
1B.2: <i>Feedback Session and Finalizing Sketches</i>	Students work in teams and use peer feedback to revise their character sketches.
1B.3: <i>Creating Turnaround Model Sheets (Studio)</i>	Students create turnaround model sheets showing character sketches from different angles and points of view.
1B.4: <i>Looking at AME Careers</i>	Students learn about AME careers related to the unit and are introduced to the AME Career Research project.

Part 2: More About Animation (7 sessions)

Students learn about animation as they continue developing their characters. They compare and contrast three different forms of animation—cel animation, computer-generated animation, and stop-motion animation—and they research the style of one animator or animation studio.

Activity 2A: Forms of Animation

2A.1: <i>Principles and Forms of Animation</i>	Students learn the principles of animation and compare and contrast three forms of animation: 2-D hand-drawn animation, 3-D computer-generated animation, and stop-motion animation.
2A.2: <i>Thinking About Style</i>	Students research the style of an animator or animation studio.

Activity 2B: Action and Expression Character Studies

2B.1: <i>Creating Action Character Studies (Studio)</i>	Students look at character studies showing action, sketch people in various poses, and create action character studies for their character.
2B.2: <i>Creating Expression Character Studies (Studio)</i>	Students look at character studies showing expression, sketch people's facial expressions, and create expression character studies for their character.
2B.3: <i>Feedback Session</i>	Students display their action and expression character studies and critique each other's work.

Part 3: Characters in Three Dimensions (10 sessions)

Students explore the challenges of translating 2-D images into 3-D figures and further develop their characters' distinctive looks.

Activity 3A: Seeing in 3-D

3A.1: <i>Looking at Maquettes</i>	Students look at examples of maquettes and learn how they are used in the animation process.
3A.2: <i>Looking at Figures in Sculpture</i>	Students work in teams to analyze how sculptors make use of figures in their works. Students also consider the role that materials play in creating the meaning of a work.

Activity 3B: Sculpting Characters

3B.1: <i>Playing with Form (Studio)</i>	Students practice creating 3-D forms using basic sculptural materials and techniques.
3B.2: <i>Sculpting from a Model (Studio)</i>	Students learn sculpting techniques and sculpt the head of an existing figure, using a model as a guide.
3B.3: <i>Creating Maquettes</i>	Students sculpt maquettes of their characters.

Part 4: Characters in Motion (7 sessions)

Students complete their flipbooks, and present their characters to the class and, ideally, AME professionals.

Activity 4A: Animating the Character

4A.1: <i>Practicing Animation (Studio)</i>	Students practice by making flipbooks with simple figures.
4A.2: <i>Creating the Flipbook (Studio)</i>	Students draft thumbnail sketches of their character animations, use peer feedback to make revisions, and create final flipbooks.

Activity 4B: Sharing Characters

4B.1: <i>Present the Work</i>	Students present their works to the class (and possibly, AME professionals), describing the character development process.
4B.2: <i>Reflecting on the Unit</i>	Students complete their portfolios and reflect on the work they have done throughout the unit.

Part 5: Introducing the Art Exhibition (2 sessions)

Students are introduced to the culminating project: a year-end exhibition of their work that they will curate and design themselves.

Activity 5A: The Curation Process

Students learn about the year-end exhibition and are assigned to curation teams. Each team is responsible for one section of the exhibition, and teams draft a lists of tasks to complete before the exhibition.

Activity 5B: Exhibition Responsibilities

Students are assigned to exhibition preparation teams, such as space preparation or promotional materials. Teams draft a list of tasks they will need to complete before the exhibition.

Activity 5C: Looking at the Work

Curation teams review the work the class has completed up to this point and develop themes for their sections of the exhibition.