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| **UNIT LEARNING OUTCOMES** | | | | | |
| **Name of field art and creative industry/ Name of qualification** | **ANIMATION[[1]](#footnote-1)**  02 Arts and Humanities  021 Arts  0211 Audio-Visual Techniques and Media Production  0210 Arts not otherwise specified  0213 Visual Arts | | | **EQF Level**  *Explanatory notes:* [*European Qualifications Framework (EQF) level*](https://www.minedu.sk/data/files/3772.pdf) | **3, 4, 5** |
| **Name of Unit Learning Outcomes**  *Explanatory Notes:*  *Learning outcome = a complex part of the qualification comprising of a set of learning outcomes, each being “acquirable” and assessable on its own.* | **Logo Animation**  **Task:** Create a logo animation. Make use of the existing graphic logo of your school or design a brand-new logo. Make a digital or traditional logo animation.  **Objective:** Create a digital or traditional logo animation. Verify the ability to make use of 2D graphic design in animation. Make use of a suitable digital tool to make an animation or use a suitable traditional animation technique.    **Task Completion Schedule:**   1. Task assignment – clarification of intent 2. Creating a concept of a logo animation 3. Drawing a logo animation storyboard 4. Completion – using a software suitable for a digital animation or using a suitable traditional animation technique 5. Computer processing, exporting a video file 6. Submitting work on USB key – assessment | | | | |
| **Expected Duration:** | * 60 hours (10 days) – theoretical instruction, practical training and verification of the knowledge, skills and competences learned   *Explanatory notes: The proposed number of hours and days is only indicative as the host school may adapt the schedule to the actual student needs and school resources.* | | | | |
| **Expected Learning Outcomes classified by:** | | | | | |
| **Knowledge**  *(Knowledge acquired through education, learning or experience, information learned or understood (facts, theories, procedures, etc.), general or vocational (factual).* | | **Skills**  *(An individual´s motor skills/intellectual abilities to apply the knowledge, materials, resources and tools to their practice (e.g. when performing a specific activity).* | **Competences/degree of autonomy, responsibility and social competences**  *(Such mental/sensual/motor skills/characteristics of an individual which are prerequisites to the application of knowledge and skills learned when performing a required activity in a specified environment (work, study, personal) and under specified circumstances, e.g. personal interactions.)* [*https://www.sustavapovolani.sk*](https://www.sustavapovolani.sk) | | |
| **Learner is aware of:**   * basic processes for using 2D graphic design in animation * principles of a digital logo animation or traditional simple logo animation * uses of a software application suitable for a 2D logo digital animation * options for a logo animation using a traditional animation technique * animation procedure in Adobe Photoshop, Adobe After Effects and other applications to create a digital logo animation * exporting a logo animation to a video file | | **Learner is able to:**   * create a good graphic logo animation * illustrate a logo animation design to create a storyboard * follow the basic principles of a software application suitable for a digital animation * create a logo animation using a traditional animation technique * export a logo animation to a video file in a technically correct fashion | **Learner is characterised by:**   * digital literacy (computer skills) **H** * flexible thinking (adaptability, flexibility, improvisation skills) **H** * creativity **H** * artistic talent, analysis and problem solving **I** * information literacy **I** * manual skills **I** * organising and planning at work **I** * personal development **I** * decision-making **I** * autonomy **I** * technical literacy **I** * teamwork **I** * physical fitness **E** * communication (dealing with people) **E** * cultivated verbal behaviour, ability to express themselves **E**   *Explanatory Notes: Level of achievement:*  ***E –*** *elementary*  ***I –*** *intermediate*  ***V –*** *high* | | |
| **Expected outcomes of learning – knowledge, skills, competences:** | | | | | |
| **Mobility participant will be able to:**   * design a good logo animation using a digital animation technique or traditional animation technique * draw a logo animation storyboard * follow the basics of a software application suitable for a digital animation * create a logo animation using a traditional animation technique * export an animation to a video file in a technically correct fashion * make use of Adobe Photoshop, Adobe After Effect, and other applications   **Verification of unit outcomes of learning:**  Presentation of the video included with the oral defense statement. | | | | | |
| **Example of well-achieved unit learning outcome:** | | | | | |
| * **Logo Animation**   [**https://www.youtube.com/watch?v=fj4EPKg1gEA**](https://www.youtube.com/watch?v=fj4EPKg1gEA)  [**https://www.youtube.com/watch?v=TlTrMIFDyYs**](https://www.youtube.com/watch?v=TlTrMIFDyYs) | | | | | |

1. **This is editable content** (text in red) **for the needs of one's own educational outputs.** [↑](#footnote-ref-1)