

Media Arts 10



Course Description

Do you love exploring and creating digital artwork? Are you interested in developing and refining your skills as an artist? Students will learn about and apply the steps required to take an idea and see it through to completion. Along with traditional drawing skills, students will learn the basics of 3D animation with Autodesk Maya, allowing students to give lifelike movements to inanimate objects and characters.

Course Materials

Lessons and assignments are provided on the VANAS+ platform. For the 3D units, students will require a computer that meets the [minimum requirements to run Autodesk Maya](#)—unfortunately, there are no alternatives. Tablets, Chromebooks, and smartphones are not an option. For the 2D units, students have the options to do the work traditionally or digitally. However, if doing work digitally, students will require a pen and tablet (standalone or that connects to a computer), otherwise standard art supplies for drawing and colouring will do.

Curriculum

The Curriculum for this course is available at: [Media Arts 10](#)

Assessment & Evaluation

Item	Weight
FAME Getting Started	3%
2D Vehicle Design Foundations 1	10.8%
2D Vehicle Design Foundations 2	10.8%
2D Vehicle Design Foundations 3	10.8%
Introduction to Maya Animation Software	10.8%
Animation Basics: Bouncing Ball	10.8%
Animation Basics: Jumping	10.8%
Simple Character Walk	10.8%
Simple Character Run	10.8%
Simple Character Jump	10.8%

Learners are expected to spend 50-60 hours on the course. This time includes viewing lesson resources; practicing the technique or focus of the assignment, planning, and completing coursework; submitting the assignment and reviewing feedback.

When learners are not meeting the learning outcomes/falling behind

When learners fall behind the expected pace or plan, they will be contacted via email or phone and if there is no improvement or response, parents will also be contacted. If deemed necessary, contact with the learner's home school may also occur to help determine a solution.

Learners are expected to let the teacher know when they are struggling with course content. In response, the teacher will provide appropriate help or strategies to support learning. The teacher will also provide feedback on course work to support learning and help learners improve. Parents will be made aware if their child is actively working but struggling to meet the learning outcomes of the course.

Learners falling behind in a manner where it does not appear that they will complete the course within a year will be sent reminder emails. Without a response or renewed efforts in the course, the learner may be assigned an F or withdrawn. Should they begin actively working in the course, the learner may be given an alternate completion date.

Inactivity and Communication

Learners are expected to login and submit work in their online courses on a weekly basis. EBUS teachers monitor learner participation, work submission and periods of inactivity in their courses. Learners who do not submit assignments will receive an *online gentle reminder email (OGRE)* to inquire about progress and reasons for inactivity:

OGRE notice #1 - Two weeks - no assignments submitted.

OGRE notice #2 - Three weeks - no assignments submitted.

OGRE notice #3 - Four weeks - no assignments submitted.

Learners who receive an inactivity email must contact their teacher to communicate their intentions for the course and their plan to engage in the course. Please be aware that in this course, progress is tracked by units completed, not individual lessons.

If a learner has been inactive and has received three OGRE reminders and has not responded to communications from their online teacher, the learner may be withdrawn from the course.

Communication between learners and teachers is important. EBUS Academy offers a flexible learning environment, and we understand that various circumstances can arise that prevent learners from engaging in their courses. When learners anticipate being absent from their online course, they should contact their teacher in advance, whenever possible.

Integrity Policy: [EBUS-Academy-Integrity-Policy-2025.pdf](#)

At EBUS, learners are expected to complete their own work and use tools—including AI—responsibly. Integrity means showing what you know and giving credit when you use help or ideas from others.

Exams, Tests, and Quizzes

Complete all tests independently without notes, devices, or AI unless permitted by the teacher.

Cheating or unauthorized use of AI/internet may result in a zero, test retake under supervision, or other consequences.

Plagiarism

Plagiarism is using someone else's words, ideas, or AI-generated work as your own. Avoid it by writing in your own words and citing all sources (including AI tools). Use bibme.org for citations. Consequences range from warnings to zeros to redoing work under supervision.

AI Use

AI tools may only be used when explicitly permitted by your instructor. If allowed, you must include an AI Use Statement (e.g., "Used ChatGPT [May 2025] to brainstorm ideas; rewrote in my own words") and cite the tool. AI-written essays, code, or images submitted as your own work are not permitted.

Consequences

If unauthorized help or AI use is suspected, your teacher will contact you. Consequences depend on severity and may include warnings, resubmission, zeros, or withdrawal from the course.

Learner Expectations

- Adhere to the EBUS Academic Integrity Policy.
- Contact your teacher when help is needed.
- Review feedback from assignments and tests, where applicable.
- Work to complete the course in a timely manner.
- Communicate respectfully.
- Review weekly progress reports.

Reporting

There are three Written Learning Updates that are accessible from the learner dashboard. An email will go out when these are available.

The teacher will regularly send out progress reports showing the learner's progress, on weeks that EBUS Academy is in session.