

Ace Dewsnap
Lehi Chapter
Lehi High School
Lehi, Utah

Instructional Video Design
Drawing Facial Expressions
Using Anatomy



FCCLA Planning Process Summary Page Template



(This template may be modified, but all headings must be used in the correct order. The FCCLA logo, STAR Events logo, and Planning Process graphics are encouraged but not required.)

IDENTIFY CONCERNS



What parts do I do in post-production and production?

How long should I make my video and how should I divide the sections?

What resources should I use as a reference to develop understanding?

Should it be a follow-along video or a lesson?

What facial expressions should I focus on drawing? How many do I draw?

SET A GOAL



Give a better understanding of anatomy of the human face.

Show differences between the skull in development and how the human skull develops itself.

Teach a complex idea in a way that's informative and easy to digest, while also being entertaining.

FORM A PLAN (WHO, WHAT, WHEN, WHERE, HOW, COST, RESOURCES, AND EVALUATION)



I will teach the anatomy and basics of *facial expressions* through the days *January 19, 2025*, to *January 26, 2025*, in my *house*. The cost will be *\$0.00* as my resources are free. My resources will be *time, editing software, and art*. My evaluation is that I will do my best.

ACT



I worked on my video for around two weeks. My estimation of zero dollars was correct. The use of resources I had in the lesson broadened understanding. I used CapCut & IbisPaintX to bring my video together and my lessons from Video Broadcasting to make an interesting and entertaining video. I also used my previous knowledge of CapCut to make a video.

FOLLOW UP



If I did this project again, I believe I would definitely try to get my ideas together quicker. I believe I would also plan out my resources more and do the voiceover *before* I recorded, as it made the process of editing more difficult because of completed timing. I think I would also make more assets for my avatar before I began editing.

Fwd: 2024-2025 STAR Events Online Project Summary Form

2 messages

Sara Dewsnp <taxevadingaliens@gmail.com>
To: jeannefairbanks@alpinedistrict.org

Wed, Jan 29, 2025 at 8:49 AM

----- Forwarded message -----

From: **FCCLA** <noreply@registermychapter.com>
Date: Wed, Jan 29, 2025, 8:11 AM
Subject: 2024-2025 STAR Events Online Project Summary Form
To: <taxevadingaliens@gmail.com>

Thank you for completing the project summary form for your STAR Event. To receive the point for submission, print this email and have your adviser verify by signing and dating below for inclusion in a display, file folder, or portfolio. **One survey per entry is required.**

Chapter Name: Lehi High - 11029

State: Utah

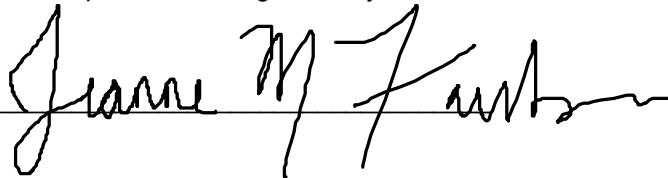
Members: Ace Dewsnp

Event Name: Instructional Video Design

Level: Level 3 (grades 11 and 12)

Project Title: Drawing Facial Expressions Using Anatomy

Adviser's Signature _____



Date _____ 1-29-2025

Jeanne Fairbanks <jeannefairbanks@alpinedistrict.org>
To: Sara Dewsnp <taxevadingaliens@gmail.com>

Wed, Jan 29, 2025 at 9:01 AM



Instructional Video Design Worksheet

One worksheet per video. If creating a micro-video series, use one worksheet for each video in the series.

Title of Video and Topic:	
___ Micro-video Series <u>X</u> Tutorial ___ Training ___ Screencast ___ Presentation/Lecture	
Grade or Target Age Group Level:	
13-18	
Video Duration (<i>Maximum 5 minutes, if creating a micro-video series, series must not exceed 5 minutes</i>):	
2:15	
FCCLA Integration (<i>National Programs, Competitive Events, Meetings/Events, if applicable</i>):	
FCCLA Growth & Development	
Video Learning Objective(s):	
<ul style="list-style-type: none"> ● Better understanding of human anatomy ● Learn how to make interesting facial expressions ● How to incorporate anatomy into your art style 	
National Family and Consumer Sciences Standards (or others as appropriate):	
12.1 Analyze principles of human growth and development across the lifespan.	
Career Readiness Practices (Select all that apply):	
<input type="checkbox"/> Act as a responsible and contributing citizen and employee <input type="checkbox"/> Apply appropriate academic and technical skills <input type="checkbox"/> Attend to personal health and financial well-being <input checked="" type="checkbox"/> Communicate clearly and effectively and with reason <input type="checkbox"/> Consider the environmental, social and economic impacts of decisions <input checked="" type="checkbox"/> Demonstrate creativity and innovation <input checked="" type="checkbox"/> Employ valid and reliable research strategies	<input type="checkbox"/> Utilize critical thinking to make sense of problems and persevere in solving them <input type="checkbox"/> Model integrity, ethical leadership and effective management <input type="checkbox"/> Plan education and career paths aligned to personal goals <input checked="" type="checkbox"/> Use technology to enhance productivity <input type="checkbox"/> Work productively in teams while using cultural global competence

Materials Needed to Create Video:

- Recording Software
- Camera (Possibly a phone)
- Drawing application

Instructional Strategies:

- Use visuals to show difference, rather than just relying on words

Key Topic/Step 1: Introduction/Title Card

Timeframe: 0:00 - 0:12

Storyboard/Scripting (media/images/notes):

Notes:

Hello, my name is Ace! And I'm going to show you how to draw facial expressions like this!

(Show three examples of drawings you've done)



(PUT TITLE CARD)

Key Topic/Step 2: Studying Anatomy for Facial Expressions

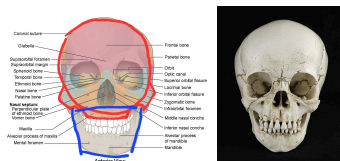
Timeframe: 0:13 - 1:16

Storyboard/Scripting: (media/images/notes):

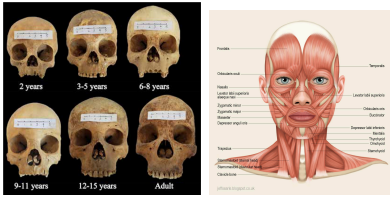
Notes:

Now, to understand facial expressions, it's key to study anatomy. (Add picture of skulls demonstrating a difference.) As you can see, these skulls are vastly different. This is due to the fact that as you grow up, your skull changes, meaning you have to pay attention to sizing.

- Draw over the skull to show mouth, muscles, eyes, etc...



- Talk about muscles, make a witty comment about the model. Make sure to bring up previous model.



Key Topic/Step 3: Your Turn

Timeframe: 1:20 - 2:08

Storyboard/Scripting (media/images/notes):

Notes:

- Briefly talk about how you can apply anatomy to any style, little tips about drawing faces.

Summary/Ending (summary of key learning, next steps for viewer, and call to action for viewer):

Understand growth differences in the human expression and have a better understanding of human anatomy, offer help and tips (e.g. you are your best reference)

Application or Assessment of Learning:

You are able to draw expressions while understanding human anatomy and how it shapes the expression

Source (If Applicable: cite any published or copyrighted materials used in this video):

- Lumen Learning, Stock Photos for anatomy drawings
- <https://ox.ac.uk> & BioOne Digital Library for anatomy information
- DUMMY! - Toby Fox - Undertale

Additional Notes: