Business & Industry Pathway – Animation & Digital Design

Digital Design & Media Production Grade 8 1.0 Credit → Principles of Animation Grades 9-11 1.0 Credit → Animation I Grades 10-12 1.0 Credit → Animation II & Lab Grades 11-12 2.0 Credits → Practicum in Animation Grade 12 2.0 Credits

Courses that are inclusive for any Pathway or Endorsement are BIM I, Professional Communications, Touch System Data Entry and Career Preparation

||| → Recommended Sequence

→ Required Sequence

DIGITAL DESIGN AND MEDIA PRODUCTION

KISD #: 4922J   **PEIMS:** 03580400
Grades: 8   1.0 Credit

The Digital Design and Media Production (DDMP) class meets in a computer lab where students will obtain hands-on experience working with a variety of media tools (graphic/image, audio and video) to design multimedia projects. Students will utilize various software applications including Adobe products such as Photoshop and Illustrator. This project based course focuses on real-world audiences as customers.

Required Fee/Materials: Yes
Note: High School graduation credit
                                   course.

PRINCIPLES OF ANIMATION

KISD #: 949318   **PEIMS:** 13008200
Grades: 9-11   1.0 Credit
Prerequisite: None
Recommended Prerequisite: Digital Design and Media
                                   Production

Students will explore the fundamentals in regards to the field of Animation. Through the study of the history of animation and the twelve principles of animation, students will gain an understanding of animation and its application through a variety of media. Course concepts include story development, story structure, the use of story boards in animation, introductory software usage and industry standards. The students will explore different techniques, media and materials each week in class, and will be expected to take with them the essential knowledge and skills gained and apply them to a series of class exercises and projects.

Required Fee/Materials: Yes

ANIMATION I

KISD #: 947618   **PEIMS:** 13008300
Grades: 10-12   1.0 Credit
Prerequisite: Principles of Animation

Students will develop technical knowledge and skills needed for success in the animation industry, students will be expected to develop an understanding of the history and techniques of the animation industry. Students will use multiple software applications to complete assignments and projects.

Required Fee/Materials: Yes
Industry Certification: Adobe Photoshop, Adobe Animate
                                   Autodesk Maya, Autodesk 3DS Max

ANIMATION II & ANIMATION II LAB

KISD #: 947718   **PEIMS:** 13008410
Grades: 11-12   2.0 Credit
Prerequisite: Animation I

This hands-on course allows students to create, edit, and render characters, vehicles, scenes or objects and to design and produce digital animation using images, video, and audio resources. Students will learn design, design history, techniques and tools related to the production of drawings, renderings, and scaled models for commercial or residential purposes.

Required Fee/Materials: Yes
Optional Certification: Adobe Photoshop, Adobe Animate
                                   Autodesk Maya, Autodesk 3DS Max

PRACTICUM IN ANIMATION

KISD #: 949218   **PEIMS:** 13008450
Grades: 12   2.0 Credits
Prerequisite: Animation II and Animation II Lab

Students will continue animation design and development in a laboratory training. Students will be expected to develop an increasing understanding of the industry with a focus on applying pre-production, production, and post-production animation products in a professional environment.

Required Fee/Materials: Yes
Advanced Grade Points: Yes
Industry Certification: Adobe Photoshop, Adobe Animate
                                   Autodesk Maya, Autodesk 3DS Max