

Business & Industry Pathway – Animation & Digital Design



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

III → Recommended Sequence
→ Required Sequence

DIGITAL DESIGN AND MEDIA PRODUCTION

KISD #: 4922J

PEIMS: 03580400

Grades: 8

1.0 Credit

Recommended Prerequisite: Strong reading and comprehension skills and ability to work independently

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

Optional 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 participate in a course designed to provide job-specific skills through laboratory training, job shadowing, or work situations in areas compatible with identified career goals in animation. 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

Optional Certification: Adobe Photoshop, Adobe Animate, Autodesk Maya, Autodesk 3DS Max