Texas CTE

Animation I

General requirements. This course is recommended for students in Grades 10-12. Recommended prerequisite: Art I or Principles of Art, Audio/Video Technology, and Communications. Recommended corequisite: Animation I Lab. Students shall be awarded one credit for successful completion of this course. A1.A

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Introduction. A1.B

1 Career and technical education instruction provides content aligned with challenging academic standards and relevant technical knowledge and skills for students to further their education and succeed in current or emerging professions. A1.B.1

2 The Arts, Audio/Video Technology, and Communications Career Cluster focuses on careers in designing, producing, exhibiting, performing, writing, and publishing multimedia content, including visual and performing arts and design, journalism, and entertainment services. A1.B.2

3 Careers in animation span all aspects of motion graphics. Within this context, in addition to developing technical knowledge and skills needed for success in the Arts, Audio/Video Technology, and Communications Career Cluster, students will be expected to develop an understanding of the history and techniques of the animation industry. A1.B.3

4 Students are encouraged to participate in extended learning experiences such as career and technical student organizations and other leadership or extracurricular organizations. A1.B.4

5 Statements that contain the word "including" reference content that must be mastered, while those containing the phrase "such as" are intended as possible illustrative examples. A1.B.5

Skip to main content

Knowledge and skills A1.C

1 **The student demonstrates professional standards/employability skills as required by business and industry. The student is expected to:** A1.C.1

- a identify and participate in training, education, or certification for employment; A1.C.1.A
- b identify and demonstrate positive work behaviors and personal qualities needed to be employable; A1.C.1.B
- c demonstrate skills related to seeking and applying for employment; A1.C.1.C
- . create a career portfolio to document information such as work experiences, licenses, certifications, and work samples; A1.C.1.
- e. demonstrate skills in evaluating and comparing employment opportunities; A1.C.1.E
- f examine employment opportunities in entrepreneurship. A1.C.1.F

2 **The student applies academic knowledge and skills in animation projects. The student is expected to:** A1.C.2

- a apply English language arts knowledge by demonstrating skills such as correct use of content, technical concepts, vocabulary, grammar, punctuation, and terminology to write and edit a variety of documents; A1.C.2.A
- b apply mathematics knowledge and skills such as using whole numbers, decimals, fractions, and knowledge of arithmetic operations. A1.C.2.B

3 **The student understands professional communications strategies. The student is expected to:** A1.C.3

- a adapt language for audience, purpose, situation, and intent; A1.C.3.A
- b organize oral and written information; A1.C.3.B
- c. interpret and communicate information; A1.C.3.C
- d deliver formal and informal presentations; A1.C.3.D
- e apply active listening skills; A1.C.3.
- f listen to and speak with diverse individuals; A1.C.3.F
- g exhibit public relations skills. A1.C.3.G

4 **The student understands and employs problem-solving methods and conflict-management skills. The student is expected to:** A1.C.4

- a employ critical-thinking skills independently and in groups; A1.C.4.A
- b employ interpersonal skills in groups to solve problems. A1.C.4.B

5 **The student applies technology applications. The student is expected to use personal information management, email, Internet, writing and publishing, and presentation applications for animation projects.** A1.C.5

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'**he student applies cyber safety procedures. The student is expected to** mplement personal and professional safety rules and regulations. A1.C.6

7 **The student applies leadership characteristics to student leadership and professional development activities. The student is expected to:** A1.C.7

- a demonstrate leadership skills independently and in a group setting; A1.C.7.A
- b conduct and participate in groups; A1.C.7.B
- c model mentoring skills A1.C.7.C

8 **The student applies ethical decision making and understands and complies with laws regarding use of technology in animation. The student is expected to:** A1.C.8

- a exhibit ethical conduct related to interacting with others such as maintaining client confidentiality and privacy of sensitive content and giving proper credit for ideas; A1.C.8.A
- b discuss and apply copyright laws; A1.C.8.B
- c model respect of intellectual property; A1.C.8.C
- d demonstrate proper etiquette and knowledge of acceptable use policies; A1.C.8.D
- e analyze the impact of the animation industry on society. A1.C.8.E

9 **The student applies technical skills for efficiency. The student is expected to employ planning and time-management skills to complete work tasks.** A1.C.9

10 **The student develops an understanding of animation technology. The student is expected to:** A1.C.10

- a demonstrate appropriate use of hardware components, software programs, and storage devices; A1.C.10.A
- b demonstrate knowledge of sound editing; A1.C.10.B
- c demonstrate knowledge of file formats and cross-platform compatibility; A1.C.10.C
- d acquire and exchange information in a variety of electronic file sharing formats. A1.C.10.D

11 **The student evaluates visual information. The student is expected to:** A1.C.11

- a recognize the use of principles and elements of design; A1.C.11.A
- b recognize the use of typography. A1.C.11.B

12 **The student uses an appropriate design process to create and modify solutions to problems. The student is expected to:** A1.C.12

- a combine graphics, images, and sound; A1.C.12.A
- b apply principles of design; A1.C.12.B
- c develop and reference technical documentation; A1.C.12.C
- d edit products. A1.C.12.D

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The student creates animation projects. The student is expected to: A1.C.13

a use a variety of techniques and software programs; A1.C.13.A

b publish and deliver products using a variety of media. A1.C.13.B

14 The student researches the history and evolution of animation. The student is expected to: A1.C.14

a explain the history of animation; A1.C.14.A

b describe how changing technology is affecting the industry; A1.C.14.B

c analyze the use of symbols in the animation of diverse cultures; A1.C.14.C

d compare current animation technologies with historical technologies; A1.C.14.D

e compare various styles of animation; A1.C.14.E

f explore emerging and innovative animation technologies and software. A1.C.14.F

15 The student understands and applies animation principles, elements, and techniques. The student is expected to: A1.C.15

a describe and use audience identification, script writing, character design, storyboarding, and audio and delivery formats; A1.C.15.A

b describe and use cells, stop motion, tweening, motion paths, masking, looping, scripting/programming, and interactivity; A1.C.15.B

c describe lighting and camera shots; A1.C.15.C

d describe and use flip books, claymation, or cut-outs; A1.C.15.D

e render; A1.C.15.E

f describe and use postproduction processes such as editing and creating titles, credits, and special effects. A1.C.15.F

16 The student presents oral or written evaluations of animation projects. The student is expected to: A1.C.16

a identify the intended audience; A1.C.16.A

b describe aesthetics; A1.C.16.B

c explain the storyline; A1.C.16.C

d summarize subject matter; A1.C.16.D

e discuss the use of sound. A1.C.16.E