Texas CTE

Animation II

General requirements. This course is recommended for students in Grades 11 and 12. Prerequisite: Animation I. Recommended corequisite: Animation II Lab. Students shall be awarded one credit for successful completion of this course. A2.A

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Introduction. A2.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. A2.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. A2.B.

3 Careers in animation span all aspects of motion graphics. Within this context, in addition to developing advanced knowledge and skills needed for success in the Arts, Audio/Video Technology, and Communications Career Cluster, students will be expected to create two- and three-dimensional animations. The instruction also assists students seeking careers in the animation industry. A2.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. A2.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 A2.B.5

Knowledge and ski

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1 The student demonstrates professional standards/employability skills as required by business and industry. The student is expected to: A2.C.1

participate in training, education, or certification for employment; A2.C.1.A

b demonstrate positive work behaviors and personal qualities needed to be employable; A2.C.1.B

c demonstrate skills related to seeking and applying for employment to find and obtain a desired job, including identifying job opportunities, developing a resume and letter of application, completing a job application, and demonstrating effective interview skills; A2.C.1.C

d maintain a career portfolio to document information such as work experiences, licenses, certifications, and work samples A2.C.1.D

2 **The student applies academic knowledge and skills in animation projects. The student is expected to:** A2.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; A2.C.2.A

b apply mathematics knowledge and skills such as using whole numbers, decimals, fractions, and knowledge of arithmetic operations. A2.C.2.B

3 **The student applies professional communications strategies. The student is expected to:** A2.C.3

a adapt language for audience, purpose, situation, and intent; A2.C.3.A

b organize oral and written information; A2.C.3.B

c interpret and communicate information; A2.C.3.C

d deliver formal and informal presentations; A2.C.3.D

e apply active listening skills; A2.C.3.E

f listen to and speak with diverse individuals; A2.C.3.F

g exhibit public relations skills. A2.C.3.G

4 **The student understands and employs problem-solving methods and conflict-management skills. The student is expected to:** A2.C.4

a employ critical-thinking skills independently and in groups; A2.C.4.A

b employ interpersonal skills in groups to solve problems. A2.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.** A2.C.5

6 **The student understands animation systems. The student is expected to analyze and summarize the history and evolution of the animation field.** A2.C.6

7 **The student applies cyber safety procedures. The student is expected to implement personal and professional safety rules and regulations.** A2.C.7

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The student applies leadership characteristics to student leadership and professional development activities. The student is expected to: A2.C.8

a employ leadership skills to accomplish goals and objectives by analyzing the various roles of leaders within organizations, exhibiting problem-solving and management traits, describing effective leadership styles, and participating in civic and community leadership and teamwork opportunities to enhance skills; A2.C.8.A

b establish and maintain effective working relationships by providing constructive praise and criticism, demonstrating sensitivity to and value for diversity, and managing stress and controlling emotions; A2.C.8.B

c prepare for meetings by developing goals and objectives to achieve within a scheduled time and producing agendas; A2.C.8.C

d conduct and participate in meetings to accomplish work tasks by achieving goals and objectives within a scheduled time, producing meeting minutes, including decisions and next steps; and using parliamentary procedures, as needed; A2.C.8.D

e employ mentoring skills to inspire and teach others. A2.C.8.E

9 The student applies ethical decision making and complies with laws regarding use of technology in animation. The student is expected to: A2.C.9

a exhibit ethical conduct; A2.C.9.A

b apply copyright laws; A2.C.9.B

c model respect for intellectual property; A2.C.9.C

d demonstrate proper etiquette and knowledge of acceptable use policies. A2.C.9.D

10 The student applies advanced technical skills for efficiency. The student is expected to employ planning and time-management skills to complete work tasks. A2.C.10

11 The student develops an advanced technical understanding of animation. The student is expected to: A2.C.11

a operate communication systems to prepare and conduct verbal and visual communication; A2.C.11.A

b use production elements such as transitions, edits, framing, angle, and lighting techniques; A2.C.11.B

c use orthographic and isometric drawing techniques; A2.C.11.C

d demonstrate familiarity with commercial production applications. A2.C.11.D

12 The student demonstrates animation principles and elements. The student is expected to: A2.C.12

a apply animation principles such as arcs, timing, and exaggeration; A2.C.12.A

b identify animation elements such as cycles, layers, transitions, and transparency. A2.C.12.B

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The student applies the elements and principles of art to animation projects. The student is expected to: A2.C.13

a identify animation design elements such as line, color, shape, and texture; A2.C.13.A

b explain the use of additive color theory; A2.C.13.B

c compare various styles of animation. A2.C.13.C

14 The student applies pre-production processes. The student is expected to: A2.C.14

a analyze target audience to identify needs and wants; A2.C.14.A

b write and edit scripts; A2.C.14.B

c create storyboards; A2.C.14.C

d select aspect ratio and frame rate appropriate to delivery method. A2.C.14.D

15 The student applies production processes. The student is expected to: A2.C.15

a design color and compositional elements; A2.C.15.A

b design characters, environments, and props; A2.C.15.B

c model characters, environments, and props; A2.C.15.C

d light sets or animating lights as needed; A2.C.15.D

e. develop rigs for animating characters; A2.C.15.E

f assemble particle systems for visual effects such as rain, snow, and fire; A2.C.15.F

g animate characters, environments, or cameras; A2.C.15.G

h. incorporate music and sound effects; A2.C.15.H

i render scenes. A2.C.15.I

16 The student applies post-production processes. The student is expected to: A2.C.16

a edit; A2.C.16.

b produce titles and credits; A2.C.16.B

c add visual effects and processing; A2.C.16.C

d add audio effects and processing; A2.C.16.D

e produce output. A2.C.16.E