Tom C. Clark High School

ANIMATION

C.T.E.

CAREER AND TECHNICAL EDUCATION

Upon entering high school, a student must choose an endorsement, which is an area of student career interest. Animation is part of

BUSINESS & INDUSTRY

Program of Study

* Sequence of courses for Animation:

- **Digital Media**
  Course # 8520

  - **Animation I**
    Course # 8151

  - **Animation II**
    Course # 8152

  - **Practicum in Animation**
    Course # 8167

Course Description

The Graphic Design and Multimedia Arts program of study explores the occupations and educational opportunities associated with designing or creating graphics to meet specific commercial or promotional needs, such as packaging, displays, or logos. This program of study may also include exploration into designing clothing and accessories, and creating special effects, animation, or other visual images using film, video, computers, or other electronic tools and media, for use in computer games, movies, music videos, and commercials.

Digital Media (9-10) #8520

Through the study of digital and interactive media and its application in information technology, students will analyze and assess current and emerging technologies, while designing and creating multimedia projects that address customer needs and resolve problems.

SEM: 2 CR: 1

Animation I (10-12) #8151

Careers in animation span all aspects of motion graphics. 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.

SEM: 2 CR:1

Animation II (10-12) #8152

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. Animation II Lab (11-12) corequisite: Animation II. Thiscourse must be taken concurrently with Animation II and may not be taken as a stand-alone course.

SEM: 2 CR: 2

Practicum in Animation (12) #8167

Building upon the concepts taught in Animation II and its corequisite Animation II Lab, in addition to developing advanced technical knowledge and skills needed for success in the Arts, Audio/Video Technology, and Communications Career Cluster, students will be expected to develop an increasing understanding of the industry with a focus on applying pre-production, production, and postproduction animation products in a professional environment. Instruction may be delivered through lab-based classroom experiences or career preparation opportunities.
PR: Animation II and Animation II Lab

SEM: 2 CR: 2

Career Preparation (11-12) #8009

Students spend one hour in class each day and a minimum of 15 hours on the job each week. Some of the areas of employment include: clothing and home furnishings, child care, food service, hotel and hospitality services.

SEM: 2 CR: 3

Industry Certifications

* Current industry standard certifications Offered and supported in NISD:

- **Adobe Certified Associate(ACA) -**
  Animate