

Arts, Audio/Visual, & Communications

**Design & Multimedia Arts :
Animation & Video Game Design**

Max Mata

**Bachelors in Criminal Justice,
Minor in Computer Information Systems
University of Texas Pan American
Adobe Certified Associate in
Photoshop/Premiere Pro/Illustrator**

Design & Multimedia Arts Course Sequence

Business and Industry Endorsement

- 9th - Digital Design and Media Productions
OR Digital Arts and Animation
- 10th - **Animation 1** or Video Game
Programming
- 11th - **Video Game Design** OR Game
Programming and Design
- 12th - **Animation 2** Or Game Programming
and Design

Take a look inside!



Course Description

- **Animation I** - 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.

Course Description

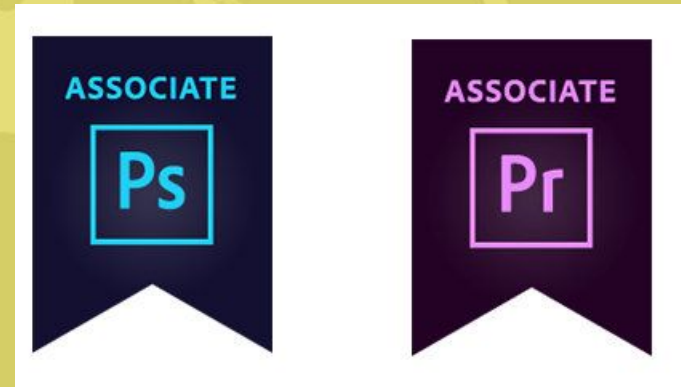
- **Animation II** - Careers in animation span all aspects of motion graphics. Within this context, in addition to developing advanced knowledge and skills needed for success in the Arts, Audio/Video Technology, and Communications Career Cluster, students will be expected to create two- and three-dimensional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

Course Description

- **Video Game Design** - Video Game Design will allow students to explore one of the largest industries in the global marketplace and the new emerging careers it provides in the field of technology. Students will learn gaming, computerized gaming, evolution of gaming, artistic aspects of perspective, design, animation, technical concepts of collision theory, and programming logic. Students will participate in a simulation of a real video game design team while developing technical proficiency in constructing an original game design.
- **Prerequisites : Animation I**

Industry Certification/Licensure

- Adobe Certified Associate in Photoshop & Premiere Pro



- Unity Certified Associate



Student Club/Organization

- eSports - We have competed in the [High School Esports League](#) : Super Smash Bros. Ultimate category the last two years and have had several players advance to playoffs. We have also competed locally last year with a player making it into the top 16 out of 100+ players.
- We are also looking into getting with **BPA** and **SkillsUSA** to compete in their Game Design competitions.



WEHSVGD

@wehs_vgd

Matt with the win!



Questions

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WEHS Lab 229