

## CFISD Animation II

### Scope and Sequence

**Course Description:**

This course provides students the opportunity to expand upon the animation knowledge and skills mastered in the first animation course. A variety of advanced techniques will be explored, including orthographic and isometric drawing, framing, lighting, exaggeration, additive color, layers, and transitions. Products will be created utilizing industry-recognized technologies. (2 credits)

- Grades 11-12
- Required prerequisite: Animation I
- Satisfies advanced course requirement for Business & Industry endorsement
- Lab supplies or fee may be required

TEKS

Cluster: Arts, A/V Technology and Communication & Information Technology

Endorsement: Business & Industry

- Meets advanced course requirement (Y/N): Y
- Meets foundation requirement for math, science, fine arts, English, LOTE (Y/N-area): N

Industry Certification/Credentials: Autodesk Maya

Instructional Units	Pacing
<b>1<sup>st</sup> Semester</b>	
<ul style="list-style-type: none"> <li>• Cubies</li> <li>• Copyright/Ethics Overview</li> <li>• Maya Interface</li> <li>• Polygon vs NURBS</li> <li>• Basic Maya Tools</li> <li>• Basic Materials</li> <li>• Basic Polygon Modeling (Extruding, Image Planes, Mirror modeling)</li> <li>• Lighting, Cameras, and Rendering</li> <li>• Procedural Textures vs Image Maps</li> <li>• Room Project (Basic Polygon Modeling)</li> </ul>	1st grading pd
<ul style="list-style-type: none"> <li>• UV unwrapping and UV editing</li> <li>• Basic Photoshop tools</li> <li>• Specular, and Bump Mapping</li> <li>• Unity</li> <li>• Character Modeling (Modeling ourselves)</li> <li>• Body Modeling low poly</li> <li>• Head Modeling low poly</li> </ul>	2nd grading pd

Revised for Fall 2024

2 <sup>nd</sup> Semester	
<ul style="list-style-type: none"><li>• 3D Animation Career Research Project</li><li>• Shape Keys &amp; lip sync</li><li>• Keyframes &amp; Ball Bounce</li><li>• Principles of Animation Review</li><li>• Graph Editor &amp; Dope Sheet</li><li>• Parent/Child</li><li>• Crane Project</li><li>• Rigging &amp; Skinning</li><li>• Fish Tank</li></ul>	3rd grading pd
<ul style="list-style-type: none"><li>• Learning the Lowman Rig</li><li>• Walk cycle &amp; Animating rigs</li><li>• Animating a Dance</li><li>• Storyboarding</li><li>• Collaboration animation with storyboards</li><li>• Lip Sync Review</li><li>• FK vs IK Rigging</li><li>• Model , blend shapes, UV unwrap, Texture, Rig, &amp; Skin a Minion</li><li>• Designing own Character</li><li>• Certification Practice</li><li>• Certification Test</li><li>• Putting together your Portfolio</li></ul>	4 <sup>th</sup> grading pd

**Primary Instructional Materials:** *Pluralsight-online tutorial*