

Digital Art & Animation Syllabus

Course Description/Goals:

In this course, students learn the elements and principles of design, as well as concepts of visual communication. Students will survey a variety of media and art, students use image editing, animation, and digital drawing to put into practice the art principles they've learned. They will explore career opportunities in the design, production, and presentation of digital artwork. They will respond to the artwork of others and learn how to combine artistic elements to create finished pieces that effectively communicate their ideas. This course satisfies the Fine Art requirement for graduation.

Course TEKS/Objectives:

Digital Art and Animation consists of computer images and animations created with digital imaging software. Digital Art and Animation has applications in many careers, including graphic design, advertising, web design, animation, corporate communications, illustration, character development, script writing, storyboarding, directing, producing, inking, project management, editing, and the magazine, television, film, and game industries. Students in this course will produce various real-world projects and animations. The six strands include creativity and innovation; communication and collaboration; research and information fluency; critical thinking; problem solving, and decision making; digital citizenship; and technology operations and concepts.

<https://tea.texas.gov/about-tea/laws-and-rules/sboe-rules-tac/sboe-tac-currently-in-effect/ch130c.pdf>

Course Outline:

Semester 1	Semester 2
-Adobe Illustrator -Typography -Shading -Color Theory -Photoshop & Photography -Portraiture	-Illustration -Story Creation -Animation -Stop Motion Animation -Character Animation