

Arts, Audio Visual Technology, and Communications

Programs of Study: Graphic Design and Interactive Media; Digital Communications

Chapter 127. Texas Essential Knowledge and Skills for Career Development and Career and Technical Education Subchapter E. Arts, Audio Visual Technology, and Communications

	1st Six Weeks	2nd Six Weeks	3rd Six Weeks	4th Six Weeks	5th Six Weeks	6th Six Weeks
Principles of Arts, AV Technology, and Communications	History and Evolution of the Arts and AV Industry	AAVTC Systems	Use of Technology Applications	Communication Strategies	Animation	Safety
	Industry Overview	Time Management, Project Planning and Productivity	Fashion Design	Audio/Video Production	Legal and Ethical Considerations	Career Planning and Leadership
			Video Game Design			
Digital Media	Employability	Digital Photography and Editing Part 2	Digital Video and Video Editing Part 2	Animation	Digital Audio and Editing	3D Animation Foundations Part 2
	Ethical Decision Making					
	Principles and Elements of Design	Digital Video and Video Editing Part 1	Pre-Production		3D Animation Foundations Part 1	Choice Projects
	Digital Photography and Editing Part 1			Portfolio		
Animation and Video Game Design	Employability	Pre-Production and Communication	Animation Production - Part 2	History of Video Games	UI Design	Game Production - Part 2
	Ethical Decision Making					
	History of Animation	Animation Production		Game Programming	Game Production - Part 1	
	Blender Refresh					Portfolio
		Critique			Sound Design	
Advanced Animation	History, Laws, and Animation Techniques	Maya Surfacing	Mentor Project	College and Career	Deformers	Choice Project 2
	Intro to Maya					
	Maya Modeling	Maya Animation and Post-Production	Pre-production	NURBS and Curves	Choice Project 1	
	Mudbox Modeling	Maya Lighting	Group Project			
Advanced Video Game Design						
Audio / Video Production 1	Copyrights, Trademarks, and History of the Industry	Public Service Announcements and Script Writing	Three Act Structure, Pre-Production, and Film - Part 2	Pre-Production, Production, and Post-Production	Foley Sound, Audio Editing, Voiceovers, Audition	Demo Reels, Tutorials, Mobile Setup, and Streaming
	Cameras, Equipment, Shots, Angles, Movements, & Editing Basics	Three Act Structure, Pre-Production, and Film - Part 1	Production Studio and Roles	English Symbolism and Meanings	Tutorials	
Audio / Video Production 2	Brainstorming, Pitching, Episodic Shos, Roles and Ethics	Public Service Announcements, Commercials, and Script Writing	Three Act-Structure, Production Studio and Roles	Pre-Production, Production, and Post-Production	Foley Sound, Audio Editing, Voiceovers, Audition	Demo Reels, Tutorials, Mobile Setup, and Streaming
	Cameras, Equipment, Shots, Angles, Movements, & Editing Basics Review	Three Act Structure, Pre-Production, and Film - Part 1		English Symbolism and Meanings	Tutorials	
Digital Audio Technology 1 and 2	Copyrights, Trademarks and History of the Industry	Podcasing, Audience, and Basic Audio Editing	Public Service Announcements, Commercials, and Writing	Music Production and Music Production Roles	Music Production and Video Production Projects	Soundscapes and Intro to Radio
	Basics of Audition & Podcast Brainstorming	Podcast Editing, Digital Audio Workstations	Foley Sound			