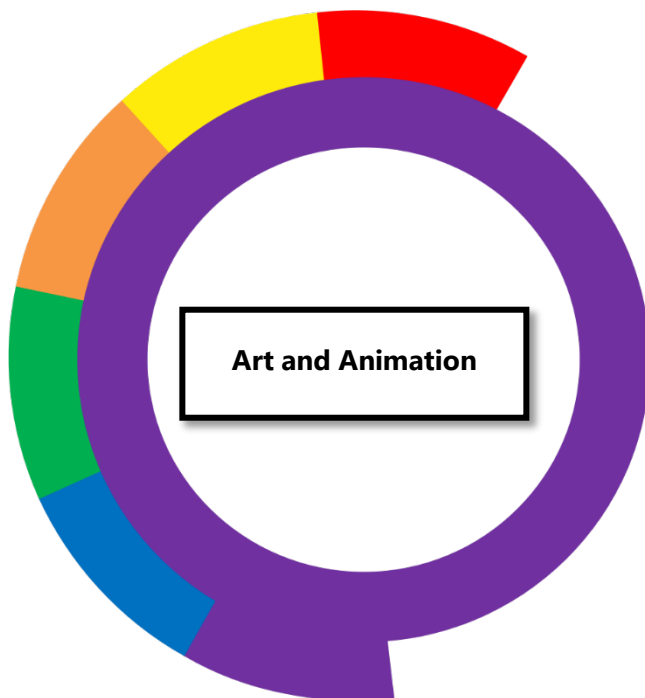




The **Arts, A/V Technology, and Communications Career Cluster** focuses on applying artistic talent to practical problems. Learn visual arts principles that prepare you with skills and techniques to work in designing, producing, exhibiting, performing, writing, or publishing multimedia content to any number of creative design and entertainment fields.

SKILLED AND TECHNICAL SCIENCES



APPROVED PREPARATORY COURSE

Art and Animation

OSPI OR DISTRICT APPROVED EQUIVALENCY CREDITS

Fine Art

CTE

Elective

INDUSTRY RECOGNIZED CREDENTIALS

ALIGNED TO INDUSTRY

OCCUPATIONS	MEDIAN WAGE	ANNUAL OPENINGS	% GROWTH	JOB ZONE OR RANGE
Craft Artist	\$43,380	400	17%	3
Fine Artist, Painter, Sculptor	\$78,370	130	23%	3
Special Effects Artist & Animator	\$104,220	550	36%	4
Graphic Designer	\$76,010	1,030	18%	4
Art Director	\$143,490	400	17%	4-5

WORK-BASED LEARNING AND EXTENDED LEARNING OPPORTUNITIES

Work Experience Opportunities

CTE students in many cases can pursue what is called a "work-based learning" opportunity or an internship involving a job outside of school. "Work-based learning" experiences are always paid and students can earn high school credit. Internships are typically paid, but students do not earn academic credit. Individual schools and CTE teachers work with local employers to arrange these opportunities for their students, so your program instructor is the best source of information for what your own school offers.

SkillsUSA Washington

SkillsUSA is a national organization for students exploring trade, industrial, technical health, and service-related careers. Areas of competition include architectural drafting, construction, carpentry, computer programming, web design, and nurse assisting.

This organization promotes superior work skills, life-long education, leadership, teamwork, citizenship, and community service among its student members. It also strives to build and reinforce self-confidence, work ethic, and communication skills.

Art and Animation: The Art and Animation program, with guidance from the program partner, DigiPen Institute of Technology, provides opportunity to develop skills necessary to pursue post-secondary education in the fields of fine arts, film and video games. Focuses on traditional art skills including art theory, basic drawing, composition, color, value, and perspective drawing. Students learn professional production animation principles. They will also learn how to apply these principals to traditional, 2D and 3D digital modeling, and video game applications. Collaborative and interdisciplinary storytelling projects like video games, short films, and production design.

POST-SECONDARY PATHWAYS

DIRECT ENTRY TO WORKFORCE

Freelance Artist

Craft Artist

COLLEGE CTE DUAL CREDITS ARE AVAILABLE FOR THIS COURSE. PLEASE CONTACT YOUR INSTRUCTOR FOR MORE INFORMATION.

APPRENTICESHIP	MILITARY SERVICE	TECHNICAL CERTIFICATE/ LICENSE	ASSOCIATE'S DEGREE	BACHELOR'S OR ADVANCED DEGREE
https://www.disneydreamersacademy.com/be-a-dreamer/apply	Multimedia Illustrator	<u>Digital Design/Media Arts:</u> Bates Technical Bellevue College Pierce College Clark College Everett Community College Wenatchee Valley College	<u>Graphic Design/Digital Media:</u> DigiPen Institute of Technology Bates Technical Bellevue College Pierce College Seattle Central College Spokane Falls Community College	<u>Digital Arts, Animation, & Game Design:</u> DigiPen Institute of Technology Seattle Film Institute
https://careers.microsoft.com/students/us/en/ushighschoolprogram	Combat Documentation/Production Specialist	<u>Web Design:</u> Lake Washington Institute of Technology Central Washington University Everett Community College Seattle Central College	<u>Web Design:</u> Highline College Seattle Central College Peninsula College	<u>Art/Fine Arts:</u> Eastern Washington University Washington State University University of Washington
	Visual Information Equipment Operator-Maintainer		<u>Professional Game Art & Animation:</u> Academy of Interactive Entertainment Shoreline Community College Lake Washington Institute of Technology	<u>CTE Secondary Education Teacher:</u> - Education Degree in a CTE program area with 2,000 hours of related work experience. - Industry Route Certificate requires 6,000 hours of work experience in the field and completion of a state approved CTE Preparation Program along with passage of Basic Skills Math and English.

COURSE INFORMATION

COURSE NAME	CIP CODE	STATE COURSE CODE	TEACHER CERTIFICATION CODE
Art and Animation	100304	10202	V100100 V521206 V470110 V480101 V078000



Washington Office of Superintendent of
PUBLIC INSTRUCTION