

CFISD Animation II

Scope and Sequence

Endorsement: Business & Industry

Cluster: Arts, A/V Technology, and Communications

Meets advanced course requirement? YES ▾

Program of Study: Graphic Design & Interactive Media

Meets foundation requirement for math, science, fine arts, English, LOTE? NO ▾

Course Description:

This course allows students to create animation projects using principles of design to combine graphics, images, and sound. A variety of techniques will be explored, including storyboarding, flip books, a variety of 2-D animation effects, scripting, and interactivity. The emphasis will be on utilizing the features in Adobe Animate included in the corresponding industry-recognized certification. The goal of providing this training and certification is to assist students in becoming more marketable and desirable in the workplace.

TEKS link

- 2 credits
- Grades 11-12
- Lab supplies or fee may be required
- Required prerequisites: Animation I
- Recommended prerequisites: None

Industry Certification/Credential: Autodesk Certified User Maya

TEA recognized IBC (to count toward program of study completion)? YES ▾

Instructional Units		Grading Period
• Cubies • Copyright/Ethics Overview • Maya Interface • Polygon vs NURBS • Basic Maya Tools • Basic Materials	• Basic Polygon Modeling (Extruding, Image Planes, Mirror modeling) • Lighting, Cameras, and Rendering • Procedural Textures vs Image Maps • Room Project (Basic Polygon Modeling)	N1 (fall)
• UV unwrapping and UV editing • Basic Photoshop tools • Specular and Bump Mapping • Unity • Character Modeling (Modeling ourselves) • Body Modeling low poly • Head Modeling low poly		N2 (fall)
• 3D Animation Career Research Project • Shape Keys & lip sync • Keyframes & Ball Bounce • Principles of Animation Review • Graph Editor & Dope Sheet • Parent/Child • Crane Project • Rigging & Skinning • Fish Tank		N3 (spring)

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● Learning the Lowman Rig ● Walk cycle & Animating rigs ● Animating a Dance ● Storyboarding ● Collaboration animation with storyboards ● Lip Sync Review ● FK vs IK Rigging ● Model, blend shapes, UV unwrap, Texture, Rig, & Skin a Minion ● Designing own Character ● Certification Practice ● Certification Test ● Putting together your Portfolio	N4 (spring)
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Primary Instructional Materials: Autodesk Maya **Supplementary Instructional Materials:** Teacher-made assignments and Pluralsight online tutorial