

CFISD Practicum in Animation

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 apply animation concepts and principles in the classroom and the workplace. Students will develop an increasing understanding of the industry with a focus on applying pre-production, production, and post-production animation products in a professional environment. Students are required to work 10 hours per week at an approved training site and must be employed at that site within 15 school days after enrollment in the course.

TEKS link

- 2 credits (1 class, 1 work release)
- Grade 12
- Lab supplies or fee may be required
- Required prerequisites: Animation II
- Recommended prerequisites: None

Industry Certification/Credential: Adobe Certified Professional in Visual Effects and Motion Graphics Using Adobe After Effects

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

Instructional Units	Grading Period
● Copyright Guidelines & Creative Commons ● Video Standards ● After Effects ● UIL Project ● Standards and Employability Skills (and throughout the school year as applicable)	N1 (fall)
● UIL Project ● Standards and Employability Skills (and throughout the school year as applicable)	N2 (fall)
● Client-Based Production ○ Successful Execution of Projects ○ Pre-Production Activities ○ Post-Production Activities ● 5 C's of Leadership	N3 (spring)
● Professional Employment Strategies ○ Time Management Skills ○ Safety Regulations ○ Career Building Characteristics ● Professional Portfolio	N4 (spring)

Primary Instructional Materials: Adobe After Effects **Supplementary Instructional Materials:** Maya, Animate, CERTiPort and Gmetrix