

Animation II & Animation II Lab YAG

Two-Credit Concurrent Course Sequence | 36 Weeks (4 Grading Periods)

TEKS Abbreviations: AII = Animation II (§130.85 in the supplied TEKS); LAB = Animation II Lab (§130.86). The lab is integrated with Animation II throughout the year to provide extended production time. Semester exams are cumulative. ACCESS may support career exploration, employability, portfolio development, and extension activities.

GP	Wks	Unit & Focus	Major Learning Tasks & Assessments	Integrated TEKS	Extension Activities
1	1-2	Unit 1 – Animation Industry, Employability & Production Studio	- Career training/certification research; resume, application, interview practice, and career portfolio launch - Professional communication, teamwork, problem solving, leadership, meeting protocols, mentoring, cyber safety, ethics, copyright/IP, acceptable use - Studio workflow, planning/time management, file organization, production applications and communication systems - Diagnostic animation skill project	- AII: 1(A-D), 3(A-G), 4(A-B), 5, 7, 8(A-E), 9(A-D), 10 - LAB: 1(A-D), 3(A-G), 4(A-B), 5, 6, 7(A-F), 8(A-D), 9	- ACCESS: career/certification exploration - SkillsUSA/CTSO leadership connection - Animation studio roles research
1	3-5	Unit 2 – Animation History, Visual Language & Design Foundations	- Analyze history/evolution of animation and effects of changing technology - Compare animation styles and emerging technologies - Apply line, color, shape, texture, additive color theory, composition, typography and visual storytelling - Use ELA/math in technical documents, dimensions, timing and production calculations	- AII: 2(A-B), 6, 11(A-D), 12(A-B), 13(A-C) - LAB: 2(A-B), 10(A-D), 11(A-B), 12(A-C)	- Animation history/style timeline - Visual analysis journal - Emerging technology mini-research
1	6-9	Unit 3 – Pre-Production: Audience, Script, Storyboard & Design	- Analyze target audience and delivery requirements - Write/edit scripts and develop storyboards/animatics - Select aspect ratio and frame rate - Create character, environment and prop concept art using orthographic/isometric drawing - Pitch pre-production package using professional presentation skills	- AII: 3(A-G), 11(A,C-D), 14(A-D), 15(A-B) - LAB: 3(A-G), 10(A,C-D), 13(A-D), 14(A-B)	- Client brief simulation - Storyboard/animatic critique - Portfolio checkpoint
2	10-12	Unit 4 – 3D Modeling, Composition & Scene Construction	- Model characters, environments and props - Apply color/composition and art/design principles - Use commercial production applications and efficient asset workflows - Build organized scenes using layers and production conventions - Technical critique and revision	- AII: 10, 11(B-D), 12(B), 13(A-C), 15(A-C) - LAB: 9, 10(B-D), 11(B), 12(A-C), 14(A-C)	- Asset modeling challenge - Style-matching exercise - Production documentation
2	13-15	Unit 5 – Rigging, Animation Principles & Camera/Lighting	- Develop rigs for character animation - Apply arcs, timing, exaggeration, cycles, layers, transitions and transparency - Animate characters, environments and cameras - Apply framing, angle and lighting techniques - Iterative motion tests with peer critique	- AII: 11(B), 12(A-B), 15(D-E,G) - LAB: 10(B), 11(A-B), 14(D-E,G)	- Character performance test - Camera-language challenge - Lighting mood study
2	16-17	Unit 6 – Effects, Audio, Rendering &	- Build particle systems for effects such as rain, snow and fire - Incorporate music and sound effects	- AII: 15(F,H-I), 16(A-E) - LAB: 14(F,H-I), 15(A-E)	- VFX shot challenge - Sound-design exercise

		Post-Production	• Render scenes; edit sequences; create titles/credits • Add visual/audio effects and processing; produce final output • Evaluate technical and aesthetic quality		• Semester demo reel
2	18	Semester 1 Exam – Animation II & Lab	• Cumulative written and performance assessment • Pre-production through post-production animation task • Career portfolio and production-file audit	• Cumulative: AII: 1–16 LAB: 1–15	• Targeted review/remediation and enrichment
3	19–21	Unit 7 – Advanced Production Pipeline & Collaborative Studio	• Re-establish production teams, leadership roles, agendas, minutes and deadlines • Solve creative/technical problems collaboratively and manage conflict • Apply professional communication and public relations skills • Plan multi-shot production using advanced file/version management • Mentor peers in assigned technical specialty	• AII: 3(A–G), 4(A–B), 8(A–E), 10, 11(A,D) • LAB: 3(A–G), 4(A–B), 7(A–F), 9, 10(A,D)	• Studio sprint • Peer mentoring log • ACCESS: employability/portfolio extensions
3	22–24	Unit 8 – Character & Environment Production	• Design/model production-ready characters, environments and props • Refine rigs and animation controls • Apply color, texture, composition and style consistently • Create camera blocking and lighting plans • Produce polished animated shots	• AII: 12(A–B), 13(A–C), 15(A–E,G,I) • LAB: 11(A–B), 12(A–C), 14(A–E,G,I)	• Character acting shot • Environment fly-through • Art-direction critique
3	25–27	Unit 9 – Motion Graphics, VFX & Sound Integration	• Design motion-graphics/VFX sequences using transitions, layers, transparency and particle systems • Synchronize animation with music/sound effects • Apply visual/audio processing and compositing • Optimize renders and output formats for delivery • Document workflow and troubleshoot technical issues	• AII 11(B,D), 12(A–B), 15(F–I), 16(A–E) • LAB 10(B,D), 11(A–B), 14(F–I), 15(A–E)	• Motion graphics package • VFX/compositing challenge • Sound-to-motion project
4	28–31	Unit 10 – Client/Competition Animation Project: Pre-Production to Production	• Interpret client/competition brief and audience needs • Develop script, storyboard, production schedule and pitch • Create original assets; model, rig, light and animate • Apply copyright, IP, cyber safety and ethical standards • Conduct team meetings and production reviews	• AII 1–5, 7–10, 14(A–D), 15(A–G) • LAB 1–9, 13(A–D), 14(A–G)	• SkillsUSA/competition-style project • Community/client project where available • Formal pitch/review
4	32–35	Unit 11 – Capstone Post-Production, Delivery & Professional Portfolio	• Complete animation, effects, audio, editing, titles/credits and final output • Quality-control delivery formats and technical specifications • Present formal critique addressing audience, aesthetics, storyline, subject matter and sound • Finalize resume, work samples, certifications and career portfolio • Build final demo reel and professional presentation	• AII 1(A–D), 3(A–G), 15(H–I), 16(A–E) • LAB 1(A–D), 3(A–G), 14(H–I), 15(A–E)	• ACCESS: resume/portfolio tools • Industry-style portfolio review • Demo reel showcase
4	36	Semester 2 Exam & Animation Showcase	• Cumulative written/performance assessment • Final capstone screening and critique • Portfolio/demo reel evaluation	• Cumulative: AII1–16 LAB1–15	• Stakeholder showcase and recognition

Animation II & Animation II Lab TEKS Coverage Checklist

Animation II – §130.85

Strand	Student Expectations	YAG Placement	Coverage
AII1	AII1(A-D)	Units 1, 10–11	100%
AII2	AII2(A-B)	Unit 2	100%
AII3	AII3(A-G)	Units 1, 3, 7, 11	100%
AII4	AII4(A-B)	Units 1, 7, 10	100%
AII5	AII5	Units 1, 10	100%
AII6	AII6	Unit 2	100%
AII7	AII7	Units 1, 10	100%
AII8	AII8(A-E)	Units 1, 7, 10	100%
AII9	AII9(A-D)	Units 1, 10	100%
AII10	AII10	Units 1, 4, 7, 10	100%
AII11	AII11(A-D)	Units 2–4, 7, 9	100%
AII12	AII12(A-B)	Units 2, 4–5, 8–9	100%
AII13	AII13(A-C)	Units 2, 4, 8	100%
AII14	AII14(A-D)	Units 3, 10	100%
AII15	AII15(A-I)	Units 3–6, 8–11	100%
AII16	AII16(A-E)	Units 6, 9, 11	100%

Animation II Lab – §130.86

Strand	Student Expectations	YAG Placement	Coverage
LAB1	LAB1(A-D)	Units 1, 10–11	100%
LAB2	LAB2(A-B)	Unit 2	100%
LAB3	LAB3(A-G)	Units 1, 3, 7, 11	100%
LAB4	LAB4(A-B)	Units 1, 7, 10	100%
LAB5	LAB5	Units 1, 10	100%
LAB6	LAB6	Units 1, 10	100%
LAB7	LAB7(A-F)	Units 1, 7, 10	100%
LAB8	LAB8(A-D)	Units 1, 10	100%
LAB9	LAB9	Units 1, 4, 7, 10	100%
LAB10	LAB10(A-D)	Units 2–4, 7, 9	100%
LAB11	LAB11(A-B)	Units 2, 5, 8–9	100%
LAB12	LAB12(A-C)	Units 2, 4, 8	100%
LAB13	LAB13(A-D)	Units 3, 10	100%
LAB14	LAB14(A-I)	Units 3–6, 8–11	100%
LAB15	LAB15(A-E)	Units 6, 9, 11	100%

Implementation Notes

- Animation II and Animation II Lab are designed to run concurrently. The linked TEKS identify Animation II Lab as a corequisite and encourage a consecutive block so students have sufficient time to master both courses.
- The YAG intentionally treats the lab as extended production/application time rather than a separate disconnected curriculum. Projects integrate pre-production, production, post-production, professional communication, leadership, ethics, and portfolio development.