

# Digital Art and Animation YAG

- Academic Year: 2025–2026 • Course: Digital Art and Animation (One Credit)
- Total Weeks: 36 (4 grading periods of 9 weeks each) • Semester Exams: Weeks 18 and 36
- TEKS Abbreviations: DAA = Digital Art and Animation TEKS; ES = CTE Employability Skills §127.15(d)(2)  
Example: DAA1(A) = Strand 1, subskill A; ES(A) = Level 3–4 Employability Skill A

**Studio/Lab Integration Plan:** Digital production should be embedded throughout the year. After foundational instruction, students should spend approximately 60–80% of class time creating, revising, critiquing, exporting, and publishing original digital work. Major animation and portfolio units should operate as production-studio cycles with pre-production, production, post-production, critique, revision, and publication.

## Year-at-a-Glance

| GP | Wks   | Unit & Focus                                                  | Major Learning Tasks & Assessments                                                                                                                                                                        | Integrated TEKS                                                       | Extension Activities                                                                         | Studio/Lab Focus                                                                                     |
|----|-------|---------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------|----------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------|
| 1  | 1–2   | Unit 1 – Digital Studio Foundations, Professionalism & Ethics | Studio workflow; hardware/software orientation; file management; acceptable use; copyright/plagiarism scenarios; source evaluation; professional expectations and project-management routines             | DAA5(A–D);<br>DAA6(A–D);<br>ES(A–M)                                   | Digital citizenship case studies; career-ready workspace setup; CTSO/leadership introduction | 40–50% studio: workstation setup, file organization, export/import practice, technical documentation |
| 1  | 3–5   | Unit 2 – Design Foundations: Color, Composition & Typography  | Color theory studies; RGB/CMYK/spot color; composition analysis; typography exercises; perspective, depth, balance, contrast, pattern and texture; design critique                                        | DAA1(B, D–I, K);<br>DAA3(A);<br>DAA4(D, E, G, H);<br>DAA2(A, H, I)    | Recreate a professional ad/poster using a new color scheme; visual-analysis gallery walk     | 65% studio: color studies, typography layouts, layered compositions, critique/revision               |
| 1  | 6–8   | Unit 3 – Digital Imaging, Editing & Product Design            | Raster vs. vector workflows; image editing; file-size decisions; digital imaging integration; software/resource selection; cross-platform compatibility; create real-world products for defined audiences | DAA1(J);<br>DAA3(D, E);<br>DAA4(E, H);<br>DAA6(A–D);<br>DAA2(G, H, I) | Logo/brand identity challenge; poster, book jacket, brochure, or social campaign asset       | 70% studio: image manipulation, vector/raster production, export testing, client-style revisions     |
| 1  | 9     | Unit 4 – Design Sprint & Grading Period Portfolio             | Plan, produce, publish, and critique a short design project; develop specifications and rubric; track timeline; peer critique; revise and archive work                                                    | DAA2(D–I);<br>DAA3(G);<br>ES(B–E)                                     | One-week client brief; portfolio checkpoint                                                  | 80% studio: production sprint, peer review, revision, final export                                   |
| 2  | 10–12 | Unit 5 – Scriptwriting, Storyboarding & Pre-Production        | Evaluate/edit/create scripts; brainstorming; rough sketches; storyboards; audience and purpose; production specifications; timeline and task assignments                                                  | DAA1(A);<br>DAA3(G);<br>DAA2(D–F, H, I);<br>ES(B–D)                   | Storyboard pitch; animatic planning; peer production meeting                                 | 65% studio: script development, storyboard creation, asset planning, pre-production review           |
| 2  | 13–15 | Unit 6 – Animation Fundamentals & Motion Techniques           | Animation interface/components; path and cell animation; onion skinning; tweening; layered foreground/middle/background effects; 2-D depth and movement                                                   | DAA4(A–C);<br>DAA2(A, F, H, I)                                        | Motion study; bouncing object/character exercise; layered parallax scene                     | 80% studio: frame/timeline work, tweening, layering, motion tests, critique                          |

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|----|-------|----------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------|
| 2  | 16–17 | Unit 7 – Audio for Animation                                   | Sound editing principles; waveforms; tracks; effects; import audio from multiple sources; integrate sound with digital imaging/video; ethical sourcing and attribution                                               | DAA1(C);<br>DAA3(E, F);<br>DAA5(A–B);<br>DAA6(C)                                            | Foley/sound-effects challenge;<br>dialogue/music synchronization exercise                 | 75% studio: audio capture/import, editing, mixing, synchronization, export                    |
| 2  | 18    | Semester 1 Exams                                               | Cumulative written assessment plus practical production task demonstrating design, digital citizenship, file management, pre-production, animation, and audio skills                                                 | DAA1–6 and ES skills taught in Semester 1                                                   | Portfolio review and targeted remediation                                                 | Practical studio exam                                                                         |
| 3  | 19–22 | Unit 8 – Animation Production: Color, Lighting & Scripting     | Apply color schemes; create backgrounds/characters in bitmap and vector modes; use lighting/shadows/shading; use appropriate scripting/program code; refine motion and layered scenes                                | DAA4(D–G);<br>DAA1(B, H–K);<br>DAA2(E, H, I)                                                | Short animated scene with lighting change, scripted action, and intentional color palette | 85% studio: asset creation, lighting, scripting, animation, troubleshooting, rendering/export |
| 3  | 23–25 | Unit 9 – Collaborative Production & Digital Publishing         | Collaborative team roles; electronic communities; technology specifications; timelines; publishing/saving in print and digital formats; audience/purpose analysis; formal critique                                   | DAA2(A–I);<br>DAA6(B–D);<br>ES(A–J)                                                         | Team animation challenge; remote/online critique; production log and retrospective        | 80% studio: team production, version control/file exchange, critique, revision, publishing    |
| 3  | 26–27 | Unit 10 – History, Careers & Research in Digital Art/Animation | Research history and career pathways; retrieve/evaluate electronic information; evaluate reliability; connect historical techniques to current production practices; career/education/certification research         | DAA3(B–D);<br>DAA5(D);<br>ES(K–M)                                                           | Career map; animator/designer profile; history-to-modern-tech comparison                  | 40–50% studio: research presentation plus portfolio/career artifacts                          |
| 4  | 28–30 | Unit 11 – Client Design Challenge                              | Define design attributes for a real-world product; select software/resources; create specifications and rubric; apply design theory, typography, color, perspective and image editing; present and justify decisions | DAA1(B, D–K);<br>DAA2(D–I);<br>DAA4(D, E, G, H);<br>DAA6(B–D);<br>ES(B–E, J–M)              | School/community client brief; brand package or promotional campaign                      | 80% studio: client brief, prototypes, feedback cycles, final deliverables                     |
| 4  | 31–33 | Unit 12 – Capstone Animation: Pre-Production to Production     | Original script and storyboard; asset development; animation technique selection; layering; color; lighting; sound; scripting/programming; project timeline; collaborative or individual production                  | DAA1(A–K);<br>DAA2(A–F);<br>DAA3(E–G);<br>DAA4(A–G);<br>DAA5(A–C);<br>DAA6(A–D);<br>ES(A–M) | Original short animation suitable for public showcase or competition                      | 90% studio: full production pipeline with daily production logs and teacher conferences       |
| 4  | 34–35 | Unit 13 – Post-Production, Portfolio & Showcase                | Edit and finalize animation; export for appropriate delivery; analyze design/content/purpose/audience; peer critique; revisions; curate digital portfolio; publish/present final products                            | DAA2(G–I);<br>DAA3(E–F);<br>DAA5(A–D);<br>DAA6(B–D);<br>ES(A–M)                             | Public showcase; portfolio defense; mock client review/interview                          | 85–90% studio: post-production, export, portfolio curation, presentation                      |
| 4  | 36    | Semester 2 Exams                                               | Cumulative written assessment plus final practical/portfolio demonstration covering all course strands and employability skills                                                                                      | DAA1(A–K);<br>DAA2(A–I);<br>DAA3(A–G);<br>DAA4(A–H);<br>DAA5(A–D);<br>DAA6(A–D);<br>ES(A–M) | Certification-style review and individual reflection                                      | Practical studio exam and portfolio review                                                    |

## TEKS Coverage Checklist – Digital Art and Animation

The course-specific TEKS contain six strands. In addition, §127.190 requires the Level 3–4 CTE Employability Skills in §127.15(d)(2) to be taught as an integral part of the course.

| TEKS Strand                                              | YAG Unit(s)                                   | TEKS Codes | Coverage Description                                                                                                                                                                                                |
|----------------------------------------------------------|-----------------------------------------------|------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| CTE Employability Skills<br>– Levels 3 & 4               | Units 1, 4, 5, 9–13;<br>reinforced throughout | ES(A–M)    | Professional conduct, teamwork, technical communication, time management, work ethic, workplace respect/equity, safety, management, career development, training/certification, and legal/ethical responsibilities. |
| 1 – Creativity & Innovation                              | Units 2–3, 5, 7–8, 11–13                      | DAA1(A–K)  | Scripts; color theory; sound editing; composition; design concepts; visual analysis; typography; perspective/depth; design principles; digital editing; shape/form, space/depth, pattern/texture.                   |
| 2 – Communication & Collaboration                        | Units 2–6, 8–9, 11–13                         | DAA2(A–I)  | Technical vocabulary; self-directed/collaborative technology use; electronic communities; specifications/rubrics; timelines; team roles; publishing; audience/purpose analysis; peer critique.                      |
| 3 – Research & Information Fluency                       | Units 2–3, 5, 7, 10, 12–13                    | DAA3(A–G)  | RGB/CMYK/spot color; history; careers; electronic research; digital imaging/video/sound integration; sound importing; rough sketches, storyboards, and brainstorming.                                               |
| 4 – Critical Thinking, Problem Solving & Decision Making | Units 2–3, 6, 8, 11–12                        | DAA4(A–H)  | Animation software components; animation techniques; layered depth; color schemes; bitmap/vector design; scripting/programming; lighting; design requirements for real-world products.                              |
| 5 – Digital Citizenship                                  | Units 1, 7, 10, 12–13                         | DAA5(A–D)  | Copyright and attribution; plagiarism/intellectual property; digital etiquette/acceptable use; validity and reliability of sources.                                                                                 |
| 6 – Technology Operations & Concepts                     | Units 1, 3, 7, 9, 11–13                       | DAA6(A–D)  | Operating systems/software/networking; software and Internet resource selection; file-format/import/export/cross-platform compatibility; technical documentation.                                                   |

**Coverage verification:** DAA1(A–K), DAA2(A–I), DAA3(A–G), DAA4(A–H), DAA5(A–D), DAA6(A–D), and ES(A–M) are explicitly mapped. This represents 100% of the course-specific Digital Art and Animation student expectations plus the required Level 3–4 CTE Employability Skills.

**Official TEKS source:** 19 TAC §127.190, Digital Art and Animation; 19 TAC §127.15(d)(2), Career and Technical Education Employability Skills.