



Design and Multimedia Arts Program of Study: Animation

Tell your story through animated media platforms. Develop the skills needed to produce motion graphics using the latest animation technologies.

RECOMMENDED COURSE SEQUENCE

1 **Digital Interactive Media** (1 credit) (9th – 10th Grade)

Analyze and assess current and emerging technologies while design and creating multimedia projects that address customer needs. Use problem solving strategies to create innovative products. Develop interpersonal skills needed in a rapidly evolving workplace environment.



2 **Animation and Video Game Design (HCTC)** (2 credits) (11th Grade)

Learn traditional animation methods using digital tablets and professional software, then advance to 3D modeling and animation using the same programs used at major film and game studios. You can even gain certification in Adobe and Autodesk programs, which can give you an advantage on your resume when you graduate. Enroll in animation and get ready to create!

explore one of the largest industries in the global marketplace and the new emerging careers it provides in the field of technology. Students will learn gaming, computerized gaming, evolution of gaming, artistic aspects of perspective, design, animation, technical concepts of collision theory, and programming logic. Students will participate in a simulation of a real video game design team while developing technical proficiency in constructing an original game design.



3 **Animation 2 and Lab*** (HCTC) (2 credits) (12th Grade)

Advance your skills as you begin animating using 3D modeling and animation programs used in major film and game studios. Continue to develop your artistic and design abilities in this creative environment.

For more information about CTE Course requirements, view our EMS ISD Course Description Handbook.

**Indicates a TEA approved Advanced CTE Course*

