Animation

Business and Industry Endorsement

Career Pathways
- Graphic Designers
- Film and Video Editors
- Multimedia Artist
- Web Developer

Certification / Certificate Options
- Adobe ACA After Effects
- Adobe ACA Animate
- Autodesk Certified User (ACU) – Maya

Arts, A/V Technology & Communications

Program of Study Course Sequence	9th. Grade	10th. Grade	11th. Grade	12th. Grade
Animation		**Animation I** (1 credit)	**Animation II/ Animation II Lab** (2 credits) *Prerequisite: Animation I*	**Practicum in Animation** (2 Credits) *Prerequisite: Animation II/Animation II Lab*

Program Highlights
- Creating your own Animated Characters
- Modeling / Rigging 3D Characters and Objects
- Developing your own Animated Short Film
- Designing whole new world of imagination

CTSO(s)
- SkillsUSA

Program Fees / Requirements
- SkillsUSA Membership $26 (Optional)

Program Location
- ☑ Course(s) available at CHS
- ☑ Course(s) available at FRHS
- ☑ Course(s) available at KHS
- ☑ Course(s) available at TCHS
- ☑ Grey courses at KCAL (Only)

The Arts, A/V Technology and Communications (AATC) Career Cluster focuses on careers in designing, producing, exhibiting, performing, writing and publishing multimedia content including visual and performing arts and design, journalism and entertainment services. Careers in the AATC Career Cluster require a creative aptitude, a strong background in computer and technology applications, a strong academic foundation and a proficiency in oral and written communication. One of the many career opportunities in this cluster is Animation.

Careers in animation span all aspects of the motion graphics industry and involve creating special effects, animation or other visual images using film, video, computers or other electronic tools and media for use in products or creations, such as computer games, movies, music videos and commercials. Courses in the animation career pathway prepare students to design two- and three-dimensional animation using computer software. They will also explore careers in the motion graphics industry.
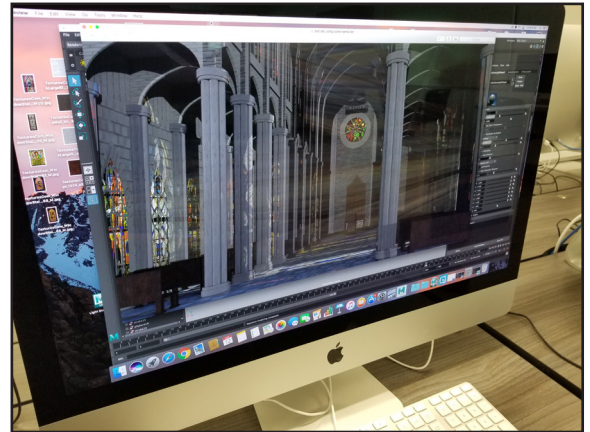
The educational requirements to work as a 3D animator are typically flexible. Many employers require a portfolio of work and a resume with extensive practical experience in the field. Individuals interested in this line of work can take vocational, technical, and university classwork in this area.

Animation I (TEDS: 13008300 / KISD: 81302)

Careers in animation span all aspects of motion graphics. Within this context, in addition to developing technical knowledge and skills needed for success in the Arts, Audio/Video Technology, and Communications career cluster, students will be expected to develop an understanding of the history and techniques of the animation industry.

Animation II / Animation II Lab
(TEDS 13008410 / KISD: 81306)

Careers in animation span all aspects of motion graphics. Within this context, in addition to developing advanced knowledge and skills needed for success in the Arts, Audio/Video Technology, and Communications career cluster, students will be expected to create two- and three-dimensional animations. The instruction also assists students seeking careers in the animation industry.

Practicum in Animation (TEDS: 13008450 / KISD: 81308)

Careers in animation span all aspects of the motion graphics industry. Within this context, students will develop technical knowledge and skills needed for success in the Arts, Audio/Video Technology, and Communications career cluster. Building upon the concepts taught in previous animation courses, students will be expected to develop an increasing understanding of the industry with a focus on applying pre-production, production, and post-production animation products in a professional environment and a focus on skill proficiency. Instruction may be delivered through lab-based classroom experiences or career preparation opportunities.

Additional Information

If your specialty is 2D or 3D, we can help you develop your skills so that you are ready for college and beyond! If you aren't sure what you want to do yet, we can help you find what you like to do best in the world of Animation.

Career	High School	On the Job Training	Certificate	Associates Degree	Bachelor's Degree	Advance College Degree	Average Annual Salary	Possible Majors for this Pathway
Multimedia Artist					x		$65,300	• Graphic Design • Web Development • Computer Programming • Media Design
Film/Video Editor					x		$59,040	
Web Developer				x			$66,130	
Graphic Designer					x		$47,640	
Computer Programmer					x		$79,840	
Dreamworks Animator					x		$72,396	
3D Animator				x	x		$50,306	
Video Game Designer		x		x	x		$59,541	
Medical Animator				x	x		$50,458	