



Level 1 Principles of Arts, A/V Technology, and Communications

Animation I

Level 2

Animation II/Lab

Level 3

Practicum in Animation

Level 4

HIGH SCHOOL/INDUSTRY CERTIFICATION	CERTIFICATE/LICENSE*	ASSOCIATE'S DEGREE	BACHELOR'S DEGREE	MASTER'S/DOCTORAL PROFESSIONAL DEGREE
Adobe Certified Associate Certifications	Certified Digital Designer	Animation, Interactive Technology, Video Graphics and Special Effects	Animation, Interactive Technology, Video Graphics and Special Effects	Animation, Interactive Technology, Video Graphics and Special Effects
	WOW Certified Web Designer Apprentice	Graphic Design	Graphic Design	Graphic Design
	Adobe Suite Certifications	Game and Interactive Media Design	Game and Interactive Media Design	Intermedia/Multimedia

Occupations	Median Wage	Annual Openings	% Growth
Graphic Designers	\$44,824	1,433	15%
Multimedia Artists and Animators	\$67,392	186	21%

WORK BASED LEARNING AND EXPANDED LEARNING OPPORTUNITIES

Exploration Activities:	Work Based Learning Activities:
SkillsUSA TSA Industry Tours Guest Speakers	Participate in internships

Additional industry-based certification information is available on the TEA CTE website. For more information on postsecondary options for this program of study, visit TXCTE.org.

The Design and Multimedia Arts program of study explores the occupations and educational opportunities associated with designing or creating graphics to meet specific commercial or promotional needs, such as packaging, displays, or logos. This program of study may also include exploration into designing clothing and accessories, and creating special effects, animation, or other visual images using film, video, computers, or other electronic tools and media, for use in computer games, movies, music videos, and commercials.



The Arts, A/V Technology and Communications (AAVTC) 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 AAVTC 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.

Successful completion of the Design & Multimedia Arts program of study will fulfill requirements of the Business and Industry Endorsement.
Revised - July 2020

COURSE INFORMATION: ANIMATION

COURSE NAME	SERVICE ID	PREREQUISITES (PREQ)	Grade
Principles of Arts, A/V Technology, and Communications	13008200 (1 credit)	None	9-10
Animation I	13008300 (1 credit)	None	10-12
Animation II/Lab	13008410 (2 credits)	PREQ: Animation I	11-12
Practicum in Animation	13008450 (2 credits)	PREQ: Animation II and Animation II Lab	12

FOR ADDITIONAL INFORMATION ON THE ANIMATION PROGRAM OF STUDY,
PLEASE CONTACT LOCAL COUNSELOR OR VISIT

[HTTPS://AMTECH.AMAISD.ORG](https://amtech.amaisd.org)



ANIMATION PROGRAM OF STUDY

Principles of Arts, Audio/Video Technology, and Communications

Grade Placement: 9-10, Credit: 1

Prerequisite: None.

The goal of this course is for the student understands arts, audio/video technology, and communications systems. Within this context, students will be expected to develop an understanding of the various and multifaceted career opportunities in this cluster and the knowledge, skills, and educational requirements for those opportunities.

Course #0200
AHS, CHS, PDHS, THS

Animation I

Grade Placement: 10–12, Credit: 1

Prerequisite: None.

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.

Course #201c
AMTECH

Animation II/Animation II Lab

Grade Placement: 11–12, Credits: 2

Prerequisite: Animation I.

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. Districts are encouraged to offer this lab in a consecutive block with Animation II to allow students sufficient time to master the content of both courses.

Course #225c
AMTECH

Practicum in Animation (future offering)

Grade Placement: 12 Credits: 2

Prerequisites: Animation II and Animation II Lab.

Building upon the concepts taught in Animation II and its corequisite Animation II Lab, in addition to developing advanced technical knowledge and skills needed for success in the Arts, Audio/Video Technology, and Communications Career Cluster, 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. Instruction may be delivered through lab-based classroom experiences or career preparation opportunities.

Course #0226c
AMTECH